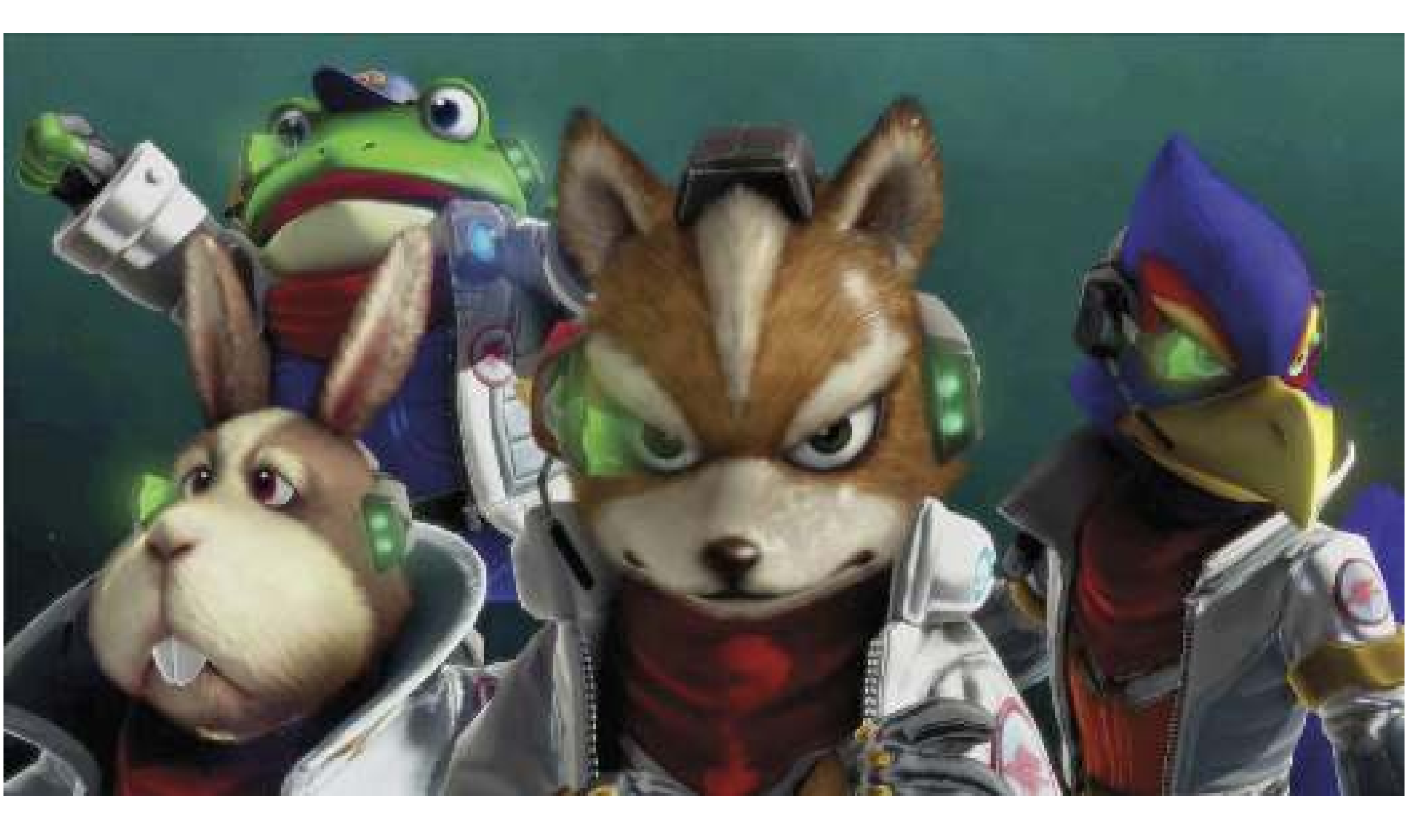
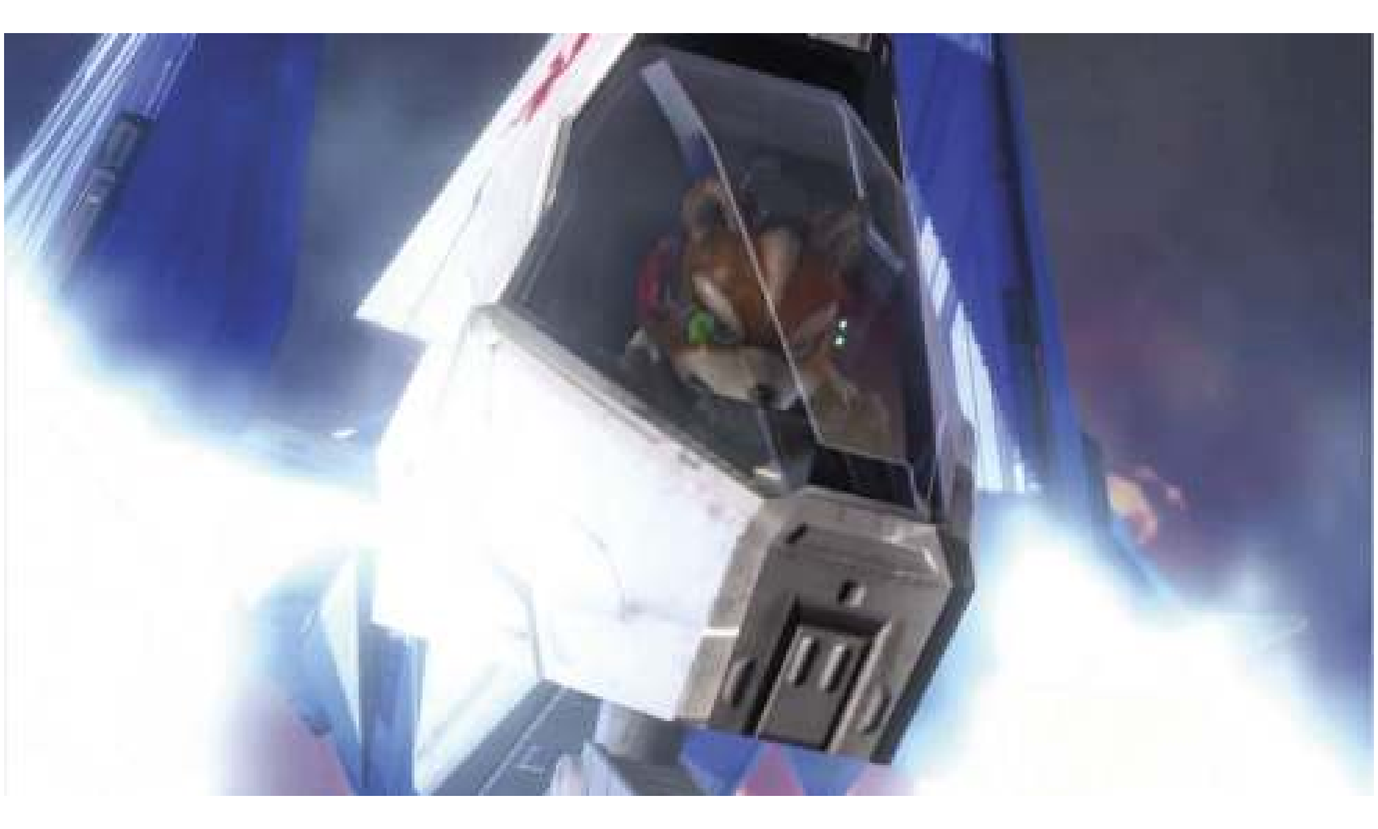
Character Gallery

Star Fox



FOX MCCLOUD

Fox McCloud



Our hero followed his late father James's footsteps in the Cornerian military, before reviving his dad's elite mercenary squadron, Star Fox.

PEPPY HARE

Peppy is an old veteran of James McCloud's Star Fox, and was with James on his final mission to investigate Venom. Fox is unlikely to find a more loyal friend.

SLIPPY TOAD

Slippy Toad

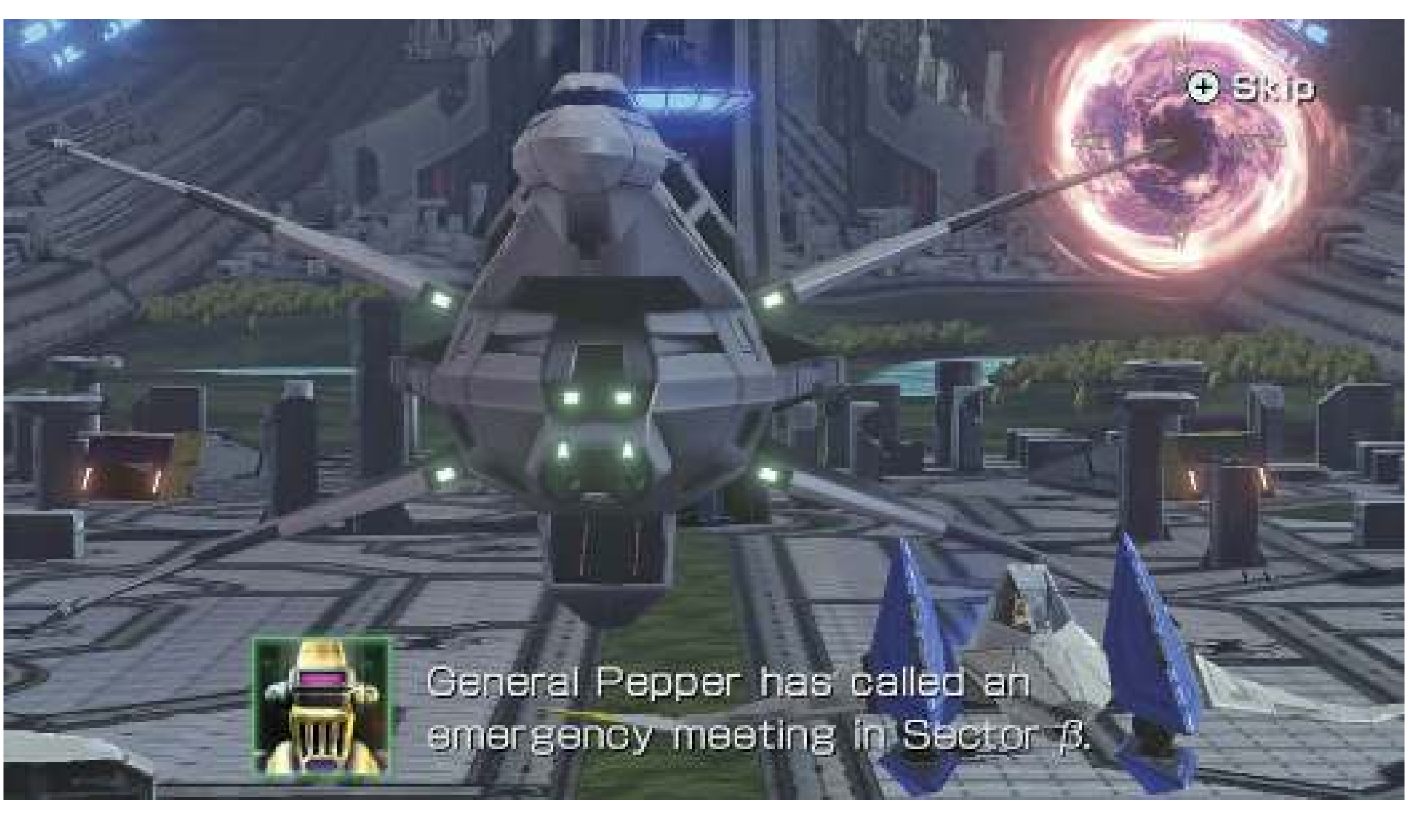
Star Fox's resident tinkerer, inventor, and worrywart. Slippy is both a source of comic relief and brilliant technology.

FALCO LOMBARDI

Falco Lombardi

The only pilot in the squad who might be up to Fox's par, and he is happy to let everyone know it. Falco is arrogant but earns his attitude with bulletproof dependability.

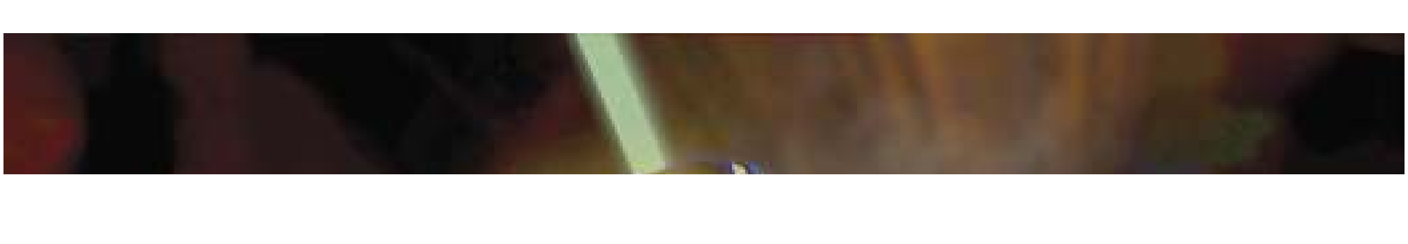
ROB 64



General Pepper has called an emergency meeting in Sector β.

Star Fox's trusty droid handles their communications and pilots the Great Fox, the squad's mothership.

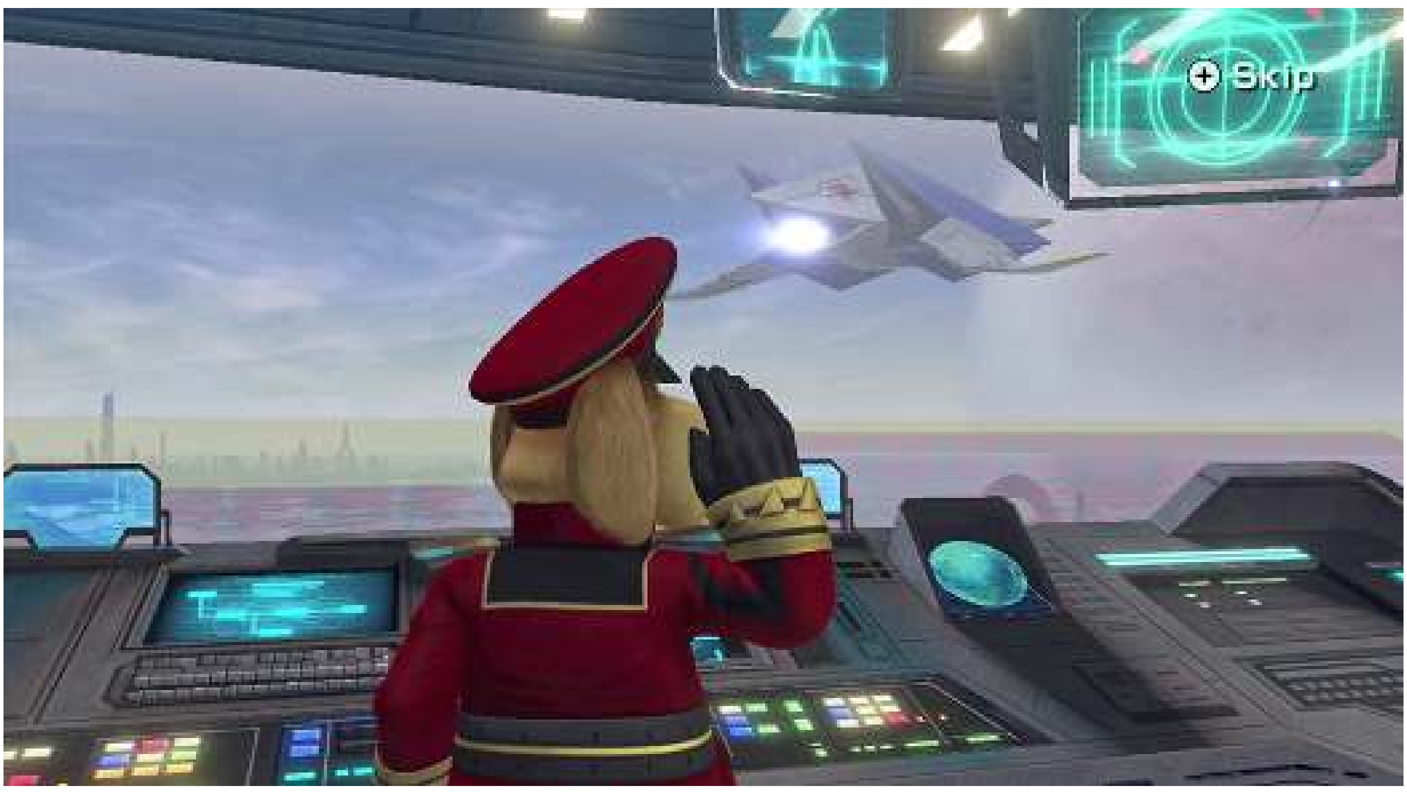
DIRECT-I



Character Gallery

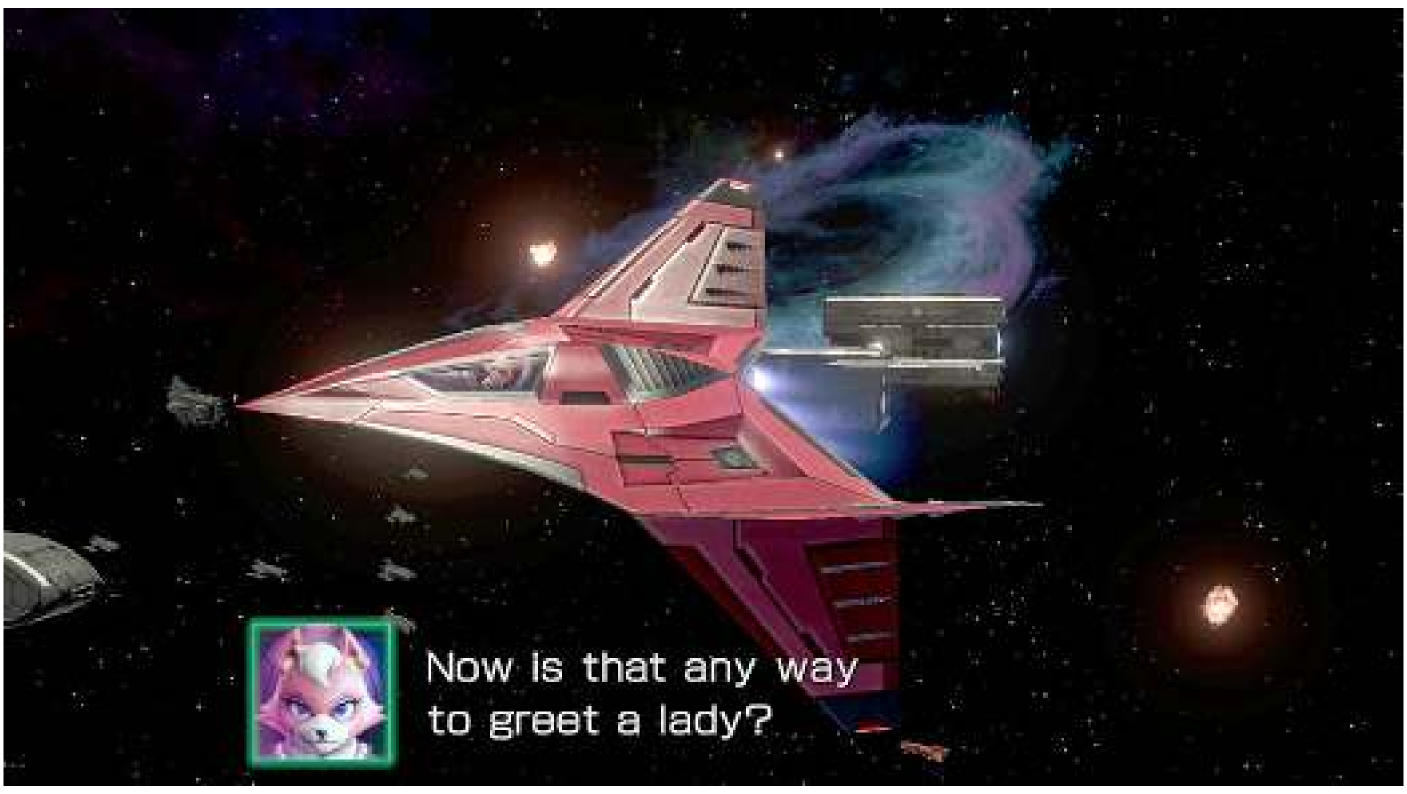
Allies

GENERAL PEPPER



Corneria's military leader is a close comrade of Fox's, as he was with Fox's dad before him. Pepper issues assignments to Star Fox for jobs too dicey or important for his own forces.

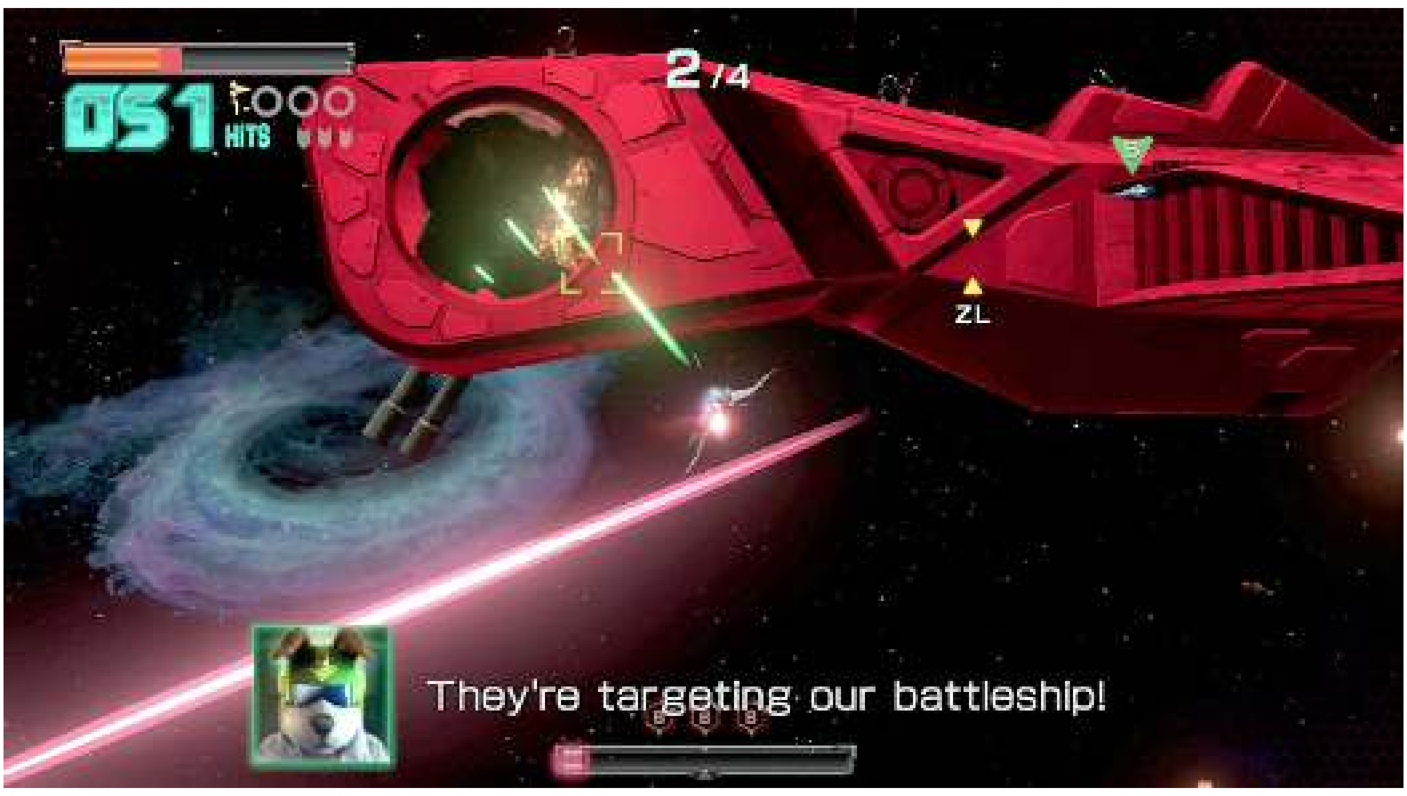
KATT



Now is that any way to greet a lady?

This old friend of the squad's enjoys ruffling feathers, with her constant teasing and flirtatious behavior.

BILL



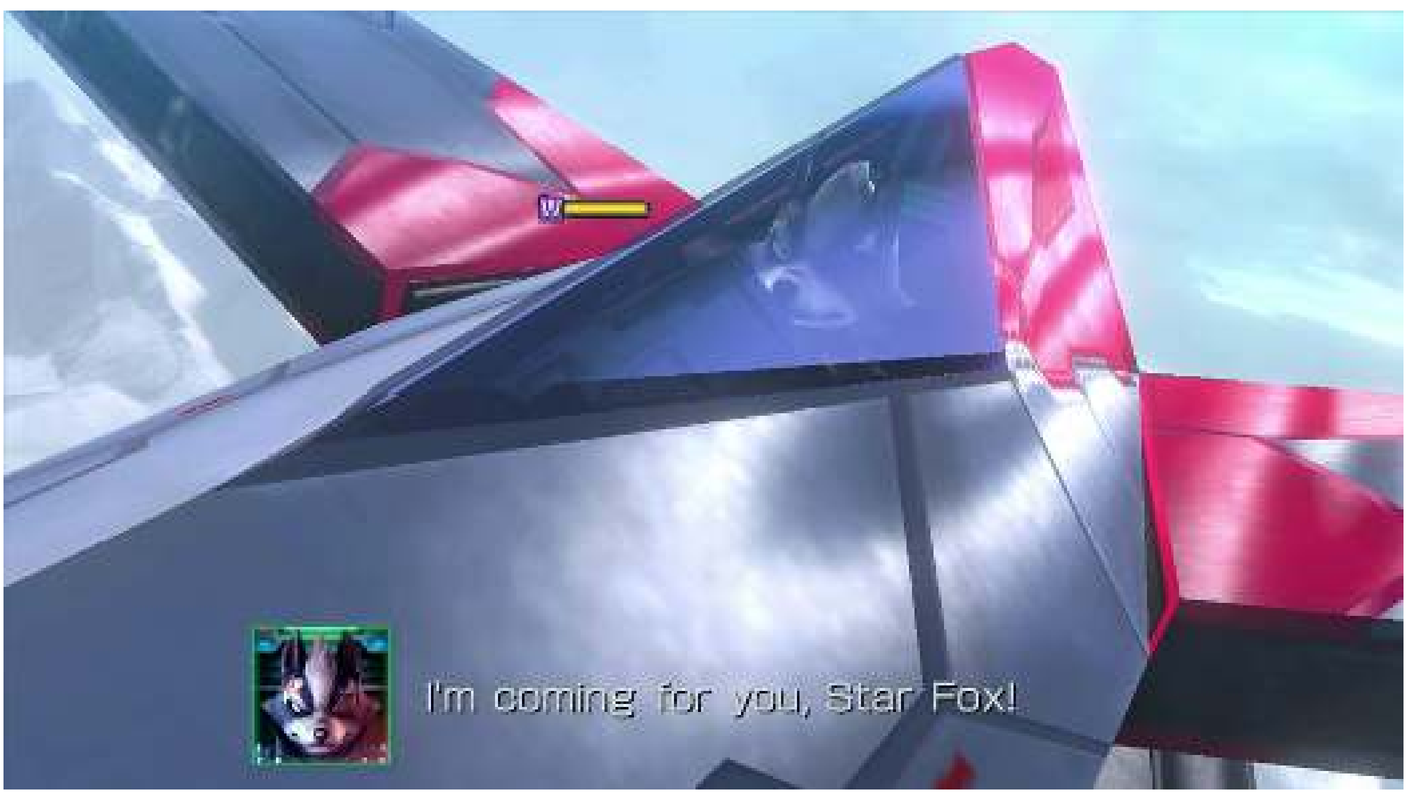
They're targeting our battleship!

Fox's old academy classmate has many support jobs within the Cornerian fleet.

ANDROSS

The vile mastermind of Venom's forces. Andross was exiled for his destructive meddling before, and spends his time in the far-flung reaches of the Lylat system plotting his revenge on Corneria.

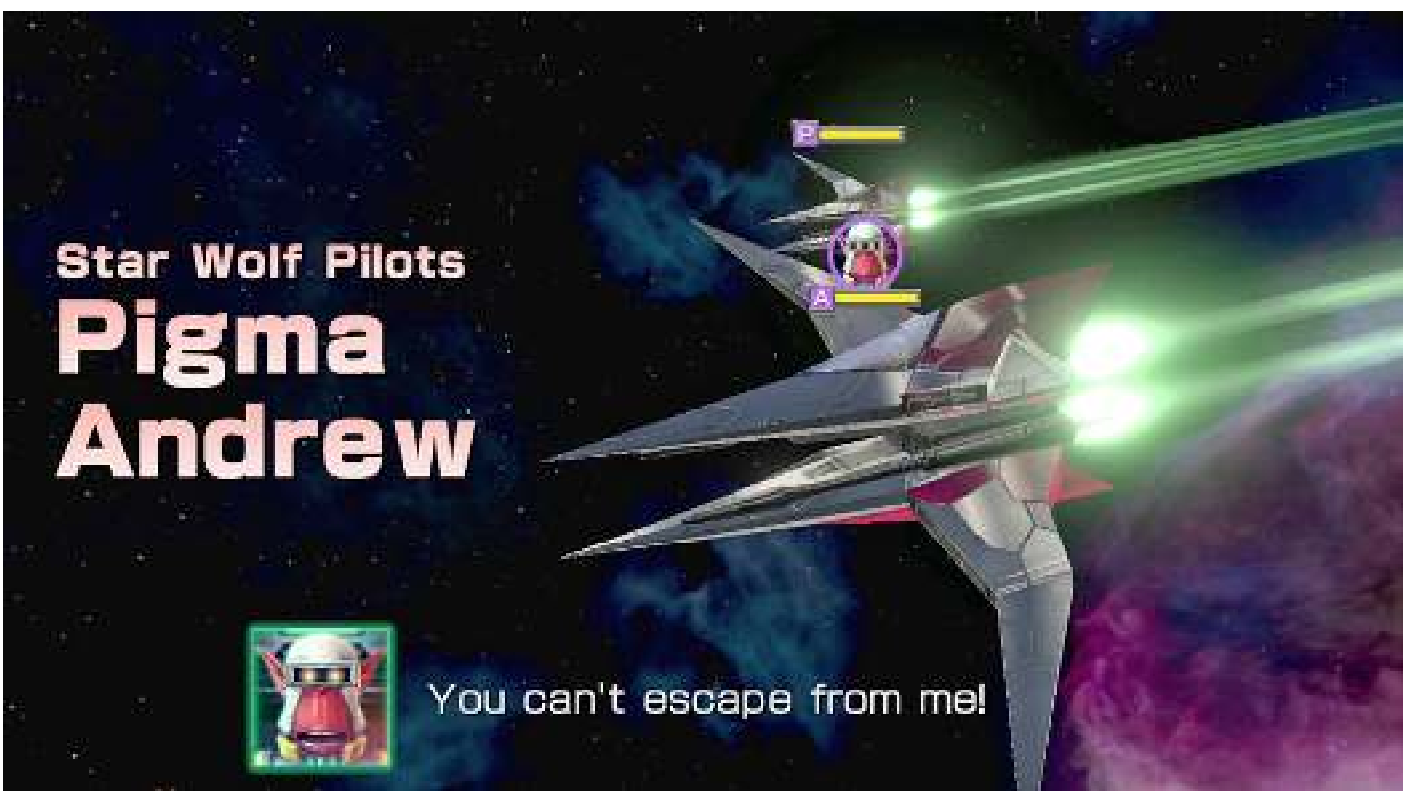
WOLF O'DONNELL



I'm coming for you, Star Fox!

Fox's grizzled, battle-hardened arch-nemesis. Wolf likes nothing more than a good, deadly fight… that he wins.

ANDREW OIKONNY

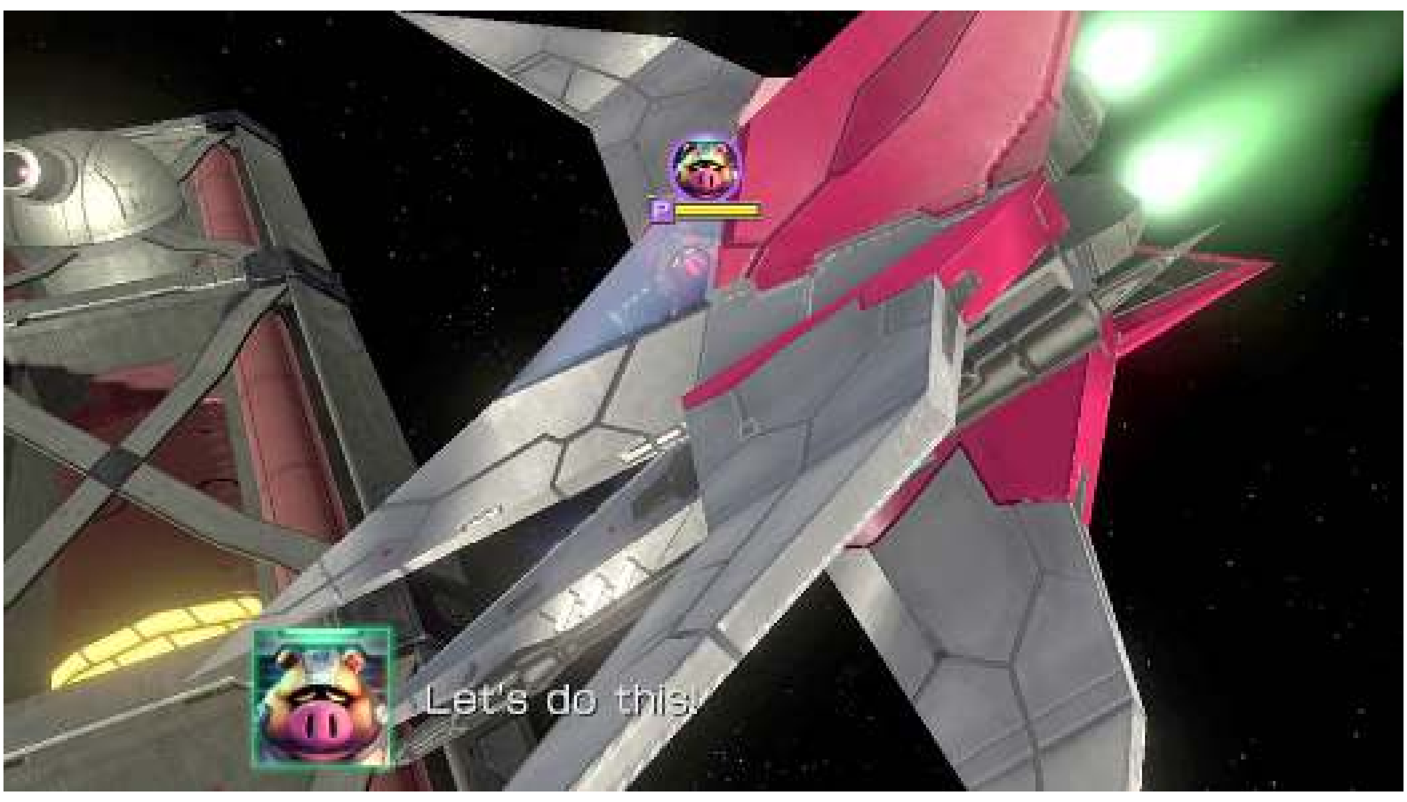


Star Wolf Pilots
Pigma
Andrew

You can't escape from me!

Andross's nephew, Andrew is a perfectly detestable example of nepotism, as he waits in line to inherit Andross's power and legacy.

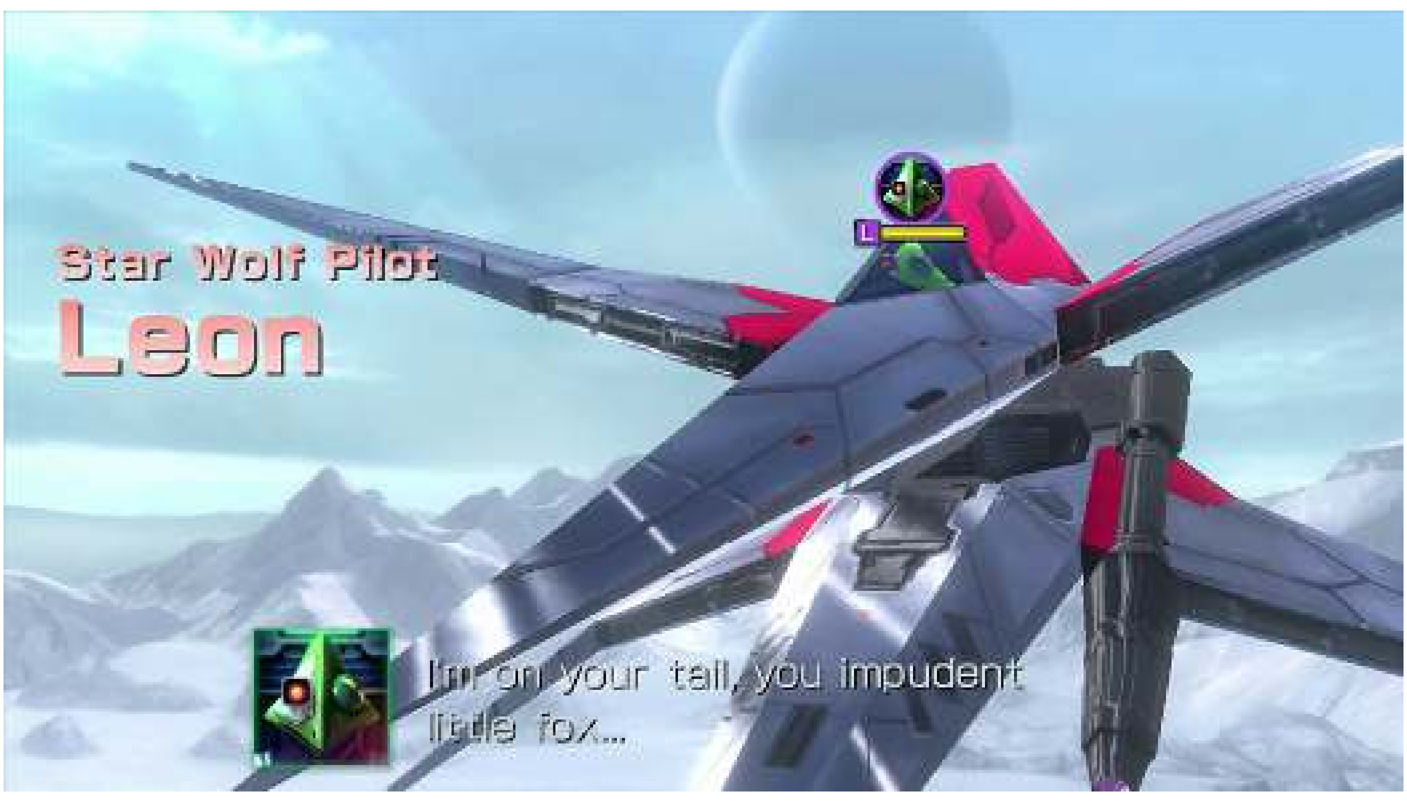
PIGMA DENGAR



Let's do this!

Pigma the swine was once a member of James McCloud's Star Fox, alongside Peppy Hare, but he turned his back on James and Corneria at large, selling Star Fox out to Andross, leaving them for dead and defecting to Star Wolf. Only Peppy survived to share tales of Pigma's unforgivable villainy.

LEON POWALSKI



Star Wolf Pilot
Leon

I'm on your tail, you impudent little fox...

Star Wolf's reptilian founding member, Leon is the quiet and trusted right hand of Wolf.

Flight School

Introduction

The Star Fox mercenary squadron operates out of their Great Fox mothership with a trusty and varied hangar full of powerful vehicles. The Great Fox is virtually always nearby in the atmosphere or low orbit, ready to supply new armaments when the situation changes mid-mission. All members of Star Fox are crack pilots in any kind of fighting machine, on land, in the air, and in space (of course).

Arwing

ULTRA ALL-RANGE FIGHTER

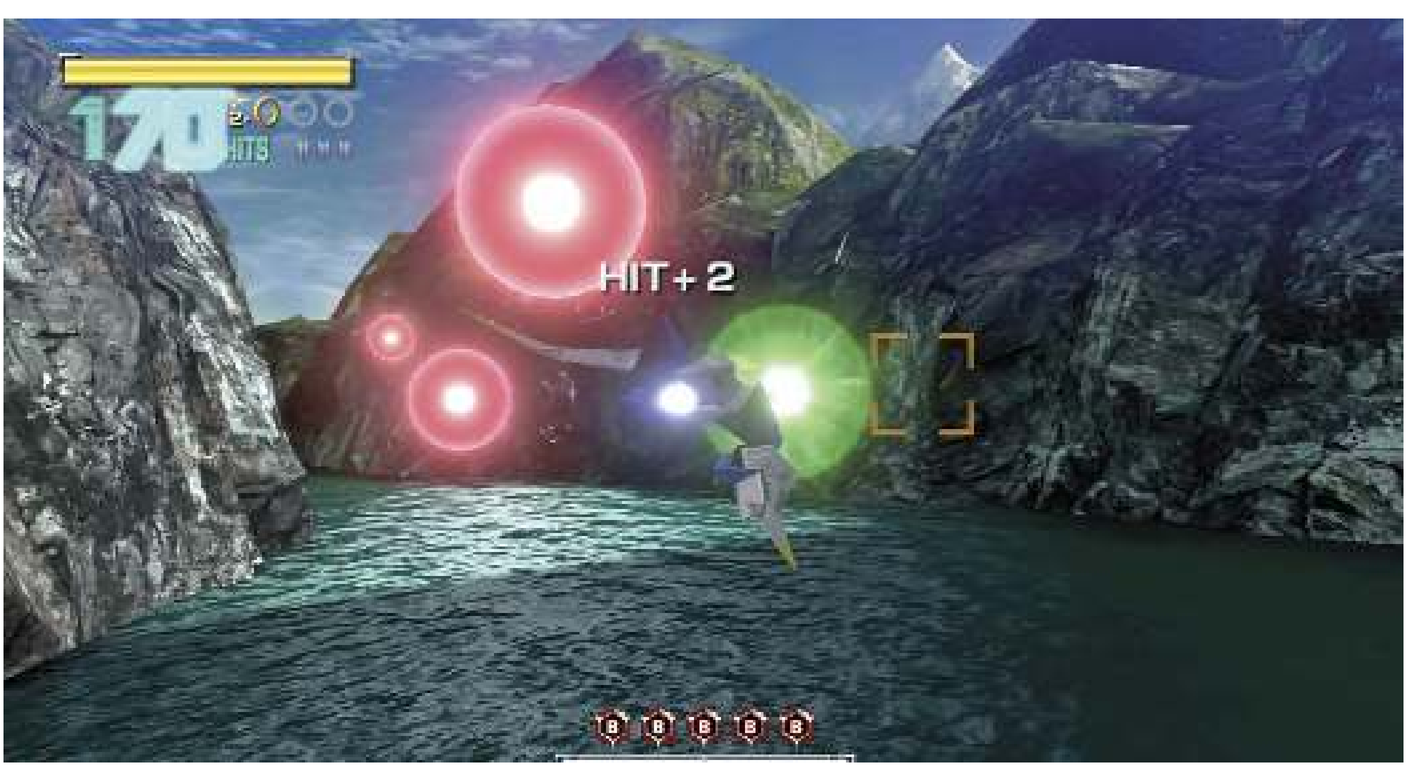
ARWING SPECIFICATIONS

Manufacturer	Height	Length	Top speed	Weaponry	Power Source
Space Dynamics	5.5 meters	28 meters	Mach 4.2 (in atmosphere)	Laser cannon, charge shot, smart bomb	G-Diffuser system, an anti-gravity attitude-control mechanism

Descending from the stratosphere toward Corneria City to repel an Androssian invasion makes a good time to get acclimated to the Arwing's handling and armaments, including the all-new cockpit view.

Skip
Ultra All-Range Fighter
Arwing

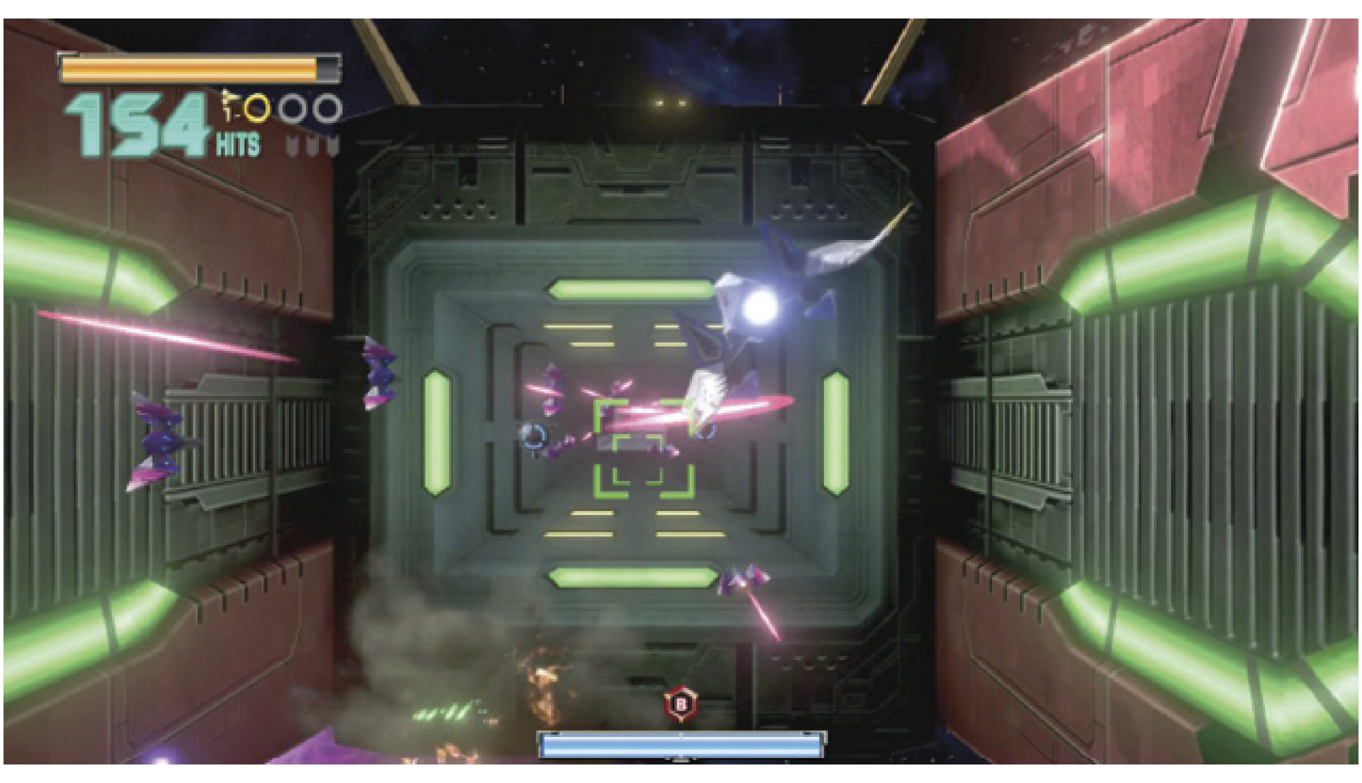
BASIC FLIGHT

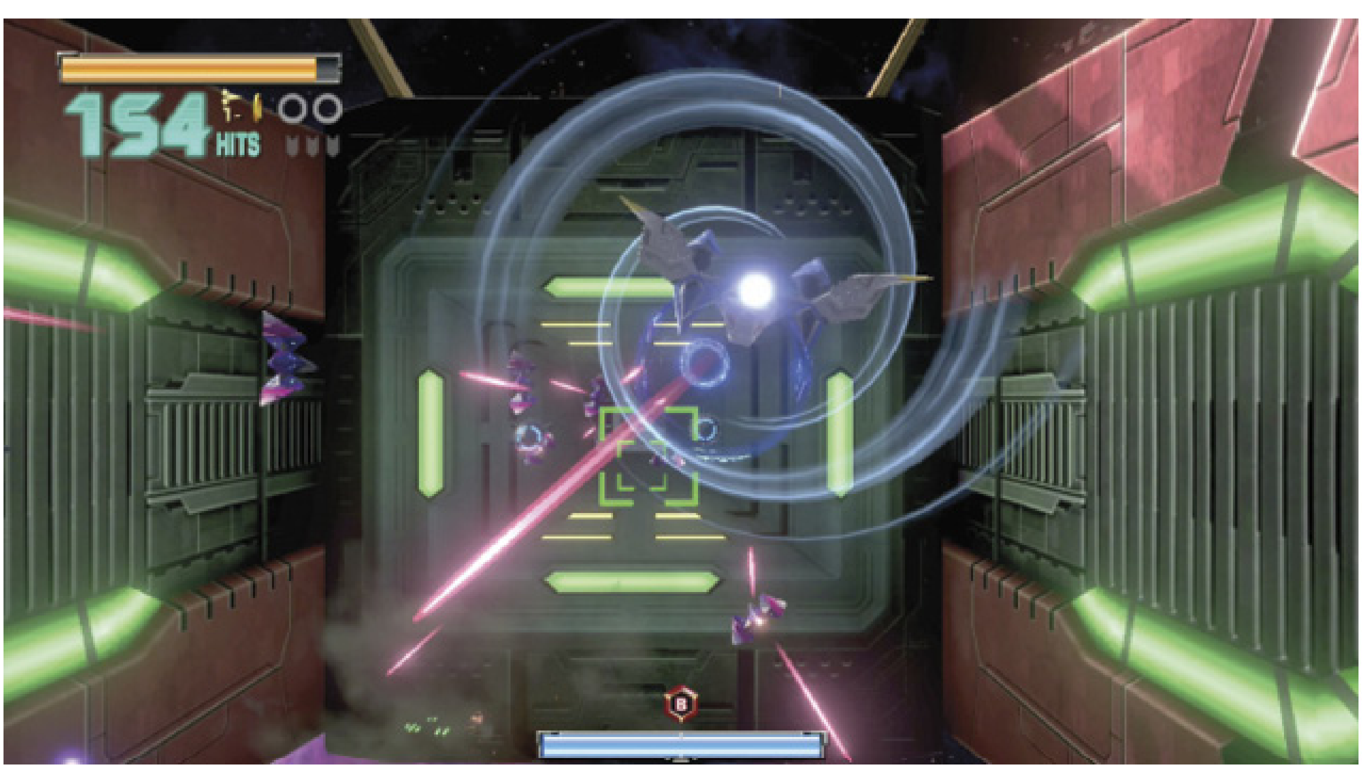


Your basic flight controls are standard and timeless: the Left Stick handles turns and pitch, while the Right Stick handles boosting, braking, and tilting. The Arwing is a nimble fighter both in space and within an atmosphere. Slight turns left and right are enough to dodge most obstacles, along with tilting the ship through tight vertical gaps.

BARREL ROLL

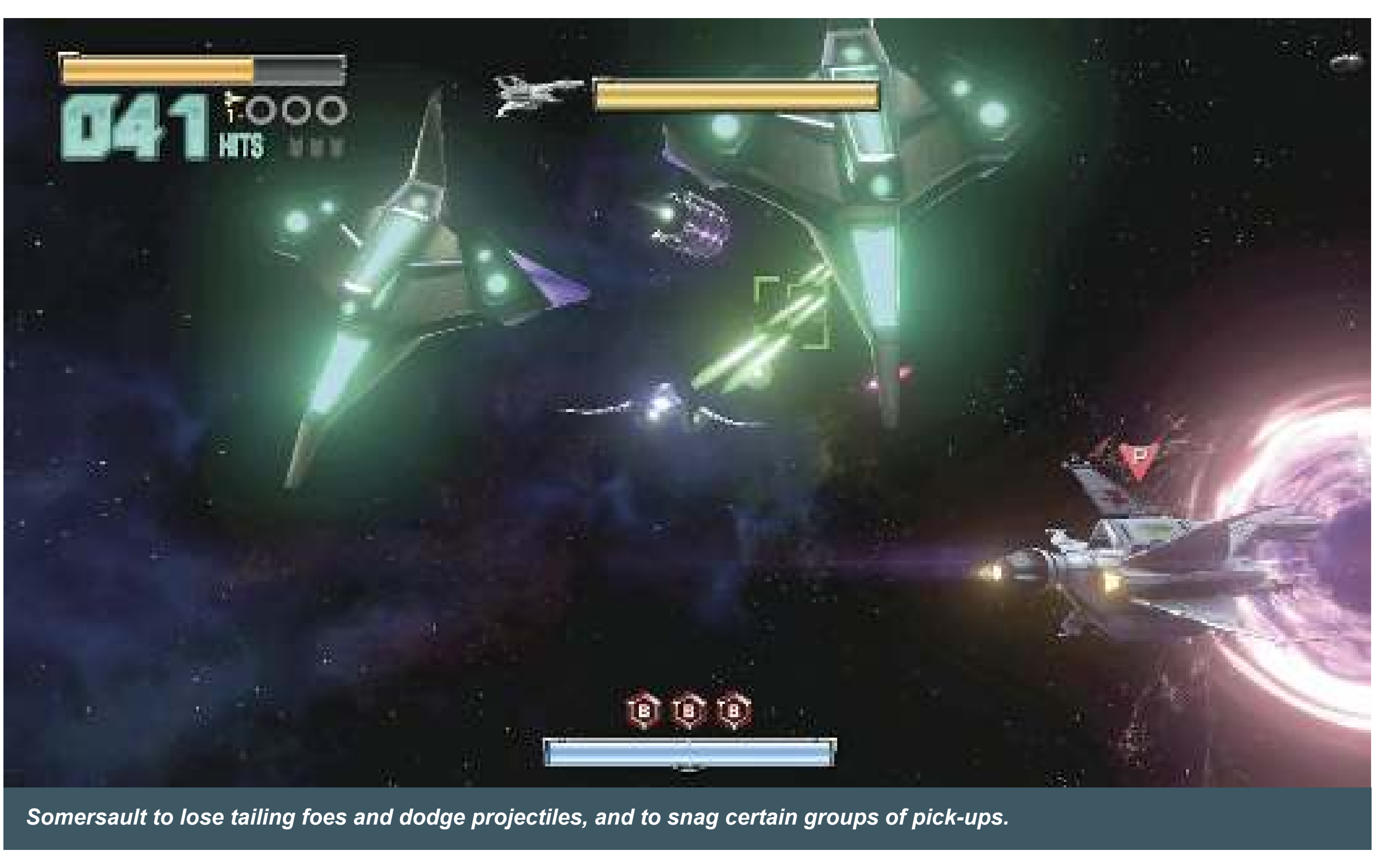
In the Arwing, a barrel roll is a defensive maneuver that temporarily deflects incoming projectiles, shielding the ship from damage. Time your barrel roll to occur just as enemy shots are about to hit. A barrel roll is executed by either tapping the Right Stick twice quickly in the same direction, or by tapping it fully first one direction, then the other. You must push the stick all the way, fully tilting the Arwing, in order to register the inputs for a barrel roll. Remember that during heated fights, so you don't just tilt a bit (instead of all the way) and get hit by bullets when you need a barrel roll the most.





SOMERSAULT

For an instant somersault, nose up and boost simultaneously (down on Left Stick, up on Right Stick). The X button also executes a somersault. This allows you to turn the tables on units tailing you, since you'll be behind them after a full vertical rotation. There are several cues that an attacker is in hot pursuit: you can usually see tailing vehicles behind the Arwing in third-person view; your wingmates often chime in to warn you of pursuers; and the Arwing itself sounds a beeping warning noise when a bogey is locking onto the Arwing from behind. All of these are signals to somersault and put the aggressors in front of your aiming reticle.



Somersault to lose tailing foes and dodge projectiles, and to snag certain groups of pick-ups.

ALTERNATE ANTI-PURSUIT TACTIC

Braking hard is another option when being tailed—fighters pursuing closely will probably overshoot you. Pitch up or down while braking hard to change your altitude while losing speed, giving enemies a gap to fill. When they've passed you by, pull back on course and shoot them down.

U-TURN

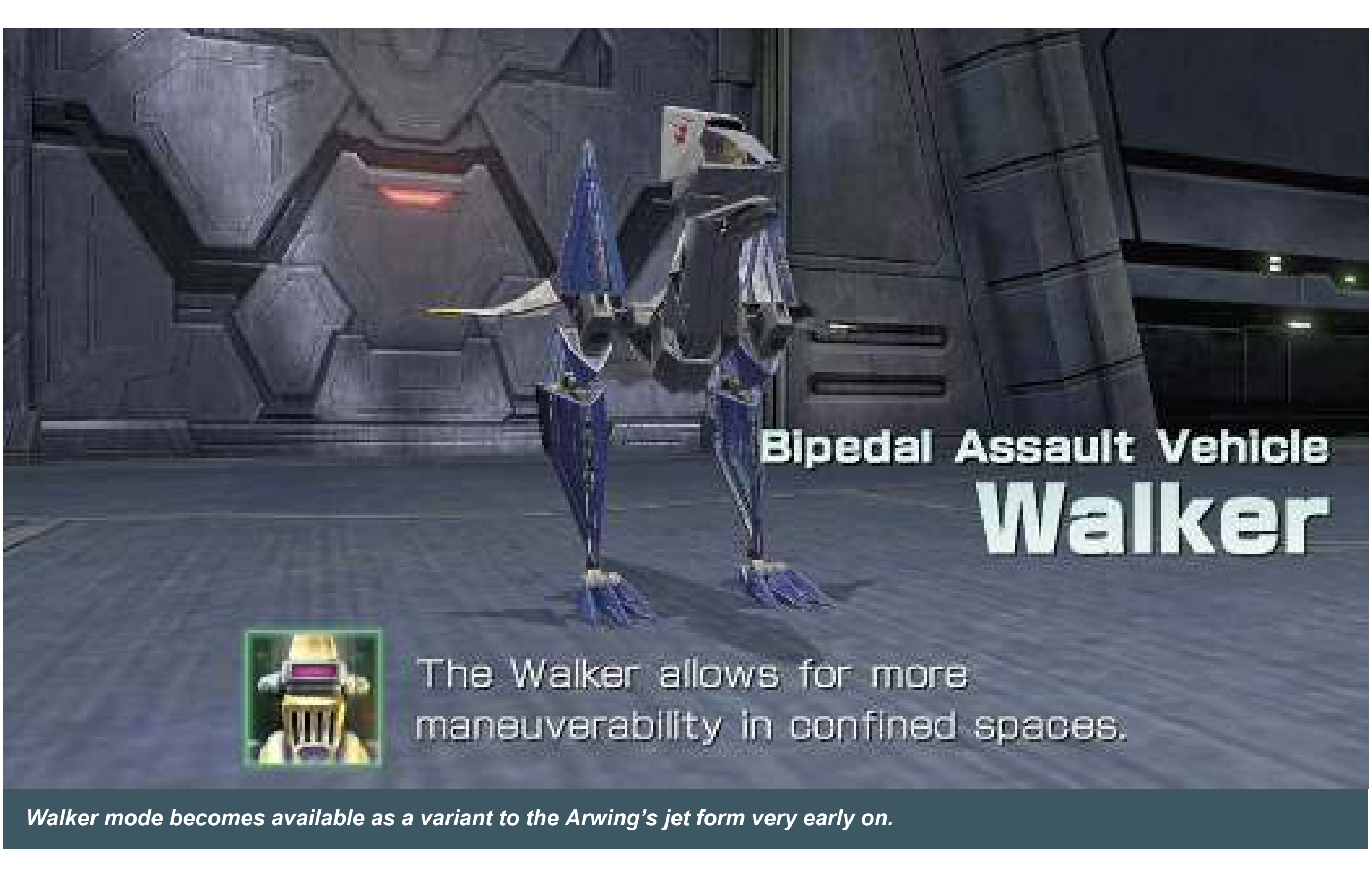
During all-range mode, to reverse course immediately, nose up at the same time as braking (down on Left Stick, down on Right Stick). The B button also performs a U-turn. The Arwing will pull up through half a loop, ending upside-down, before rolling back right-side-up, now traveling in the opposite direction. This maneuver is great when making repeated passes at the same large target, like giant enemy ships during space battles. It also lets you quickly give chase against aerial foes who just flew head-on straight past you.

The somersault and U-turn maneuvers each require half the boost meter to perform. If the boost meter is depleted below half, nothing happens, and you just have to wait until it refills to use one of these special flying maneuvers.

ALTERNATE 180-DEGREE TURNS

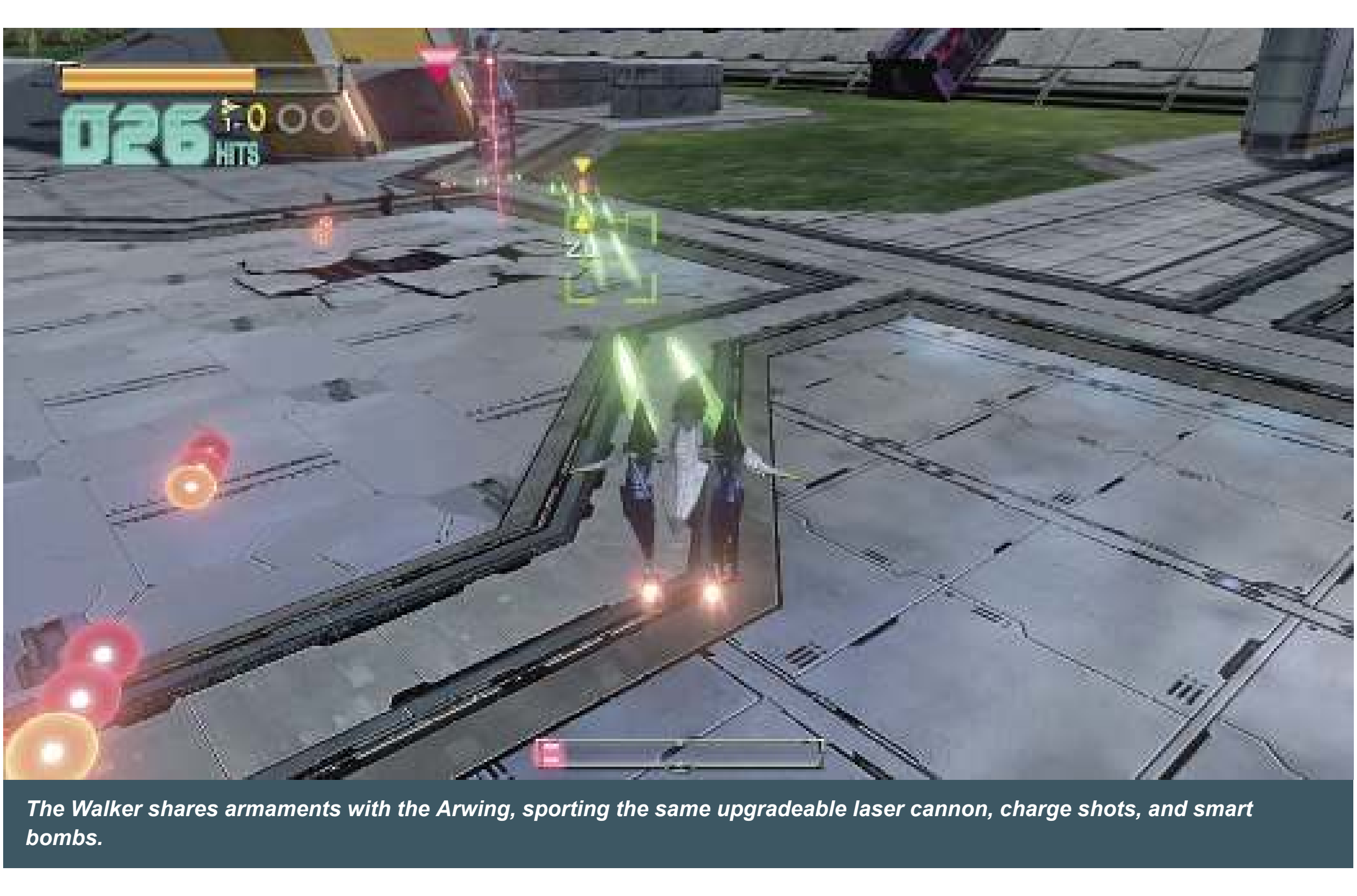
During all-range mode, in addition to using U-turn to reverse course, you can also turn 180 degrees very quickly by turning hard with the Left Stick while braking and tilting into the direction of the turn with the Right Stick. This sharp,

BIPEDAL ASSAULT VEHICLE


Bipedal Assault Vehicle
Walker
The Walker allows for more maneuverability in confined spaces.

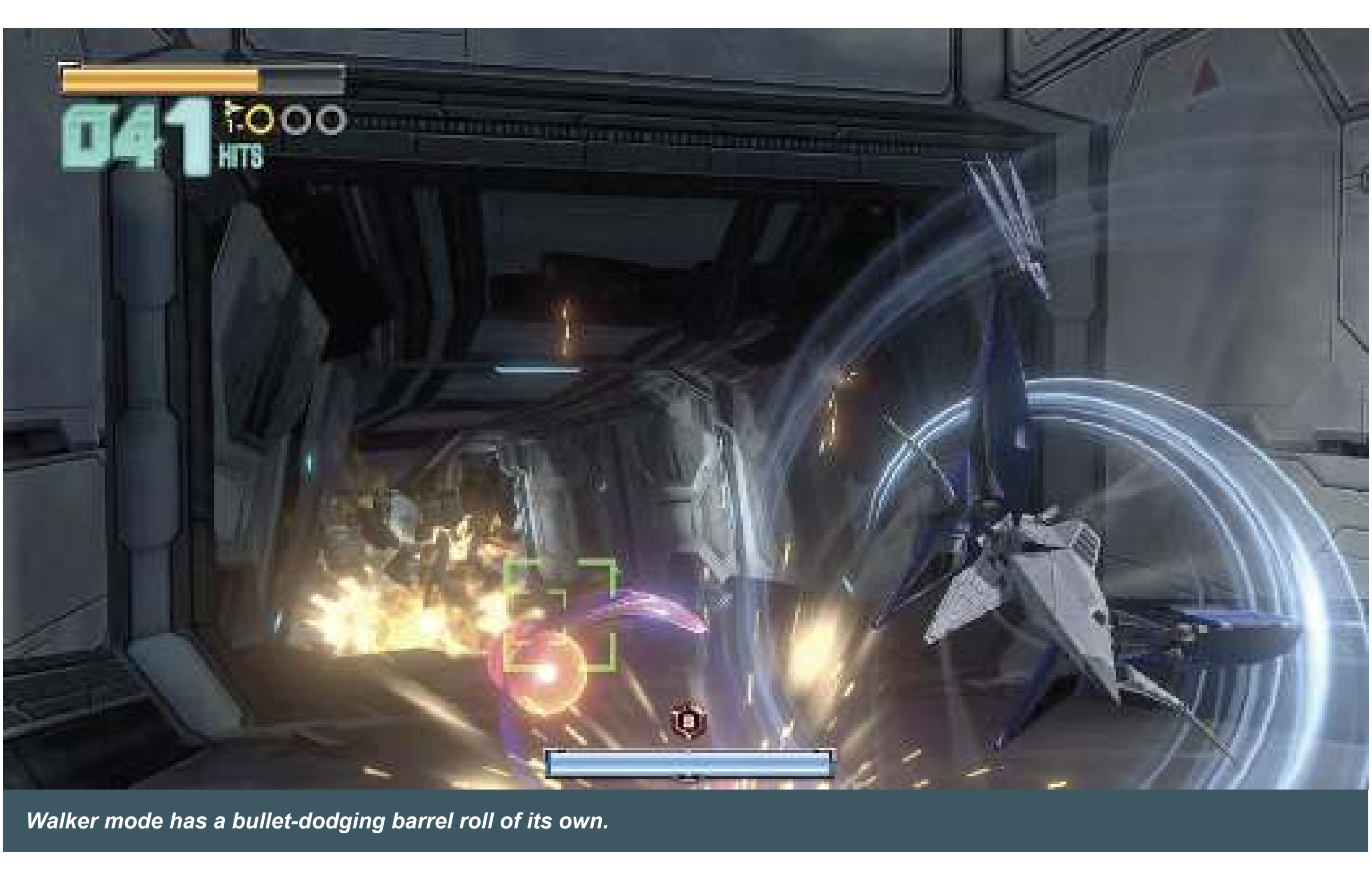
Walker mode becomes available as a variant to the Arwing's jet form very early on.

The Walker is a nimble two-legged assault craft, and one of the transformable Arwing's two modes. The Transform button swaps at will between Arwing and Walker modes, once the Walker is available. There is no limit on when you can swap to the Walker from the Arwing; you can even transform into the Walker during forward-moving scroll-mode stages in space, though there's not much use for it usually. Walker mode allows the Arwing to assault ground artillery directly, and to squeeze into spaces and hallways unsafe for a jet.

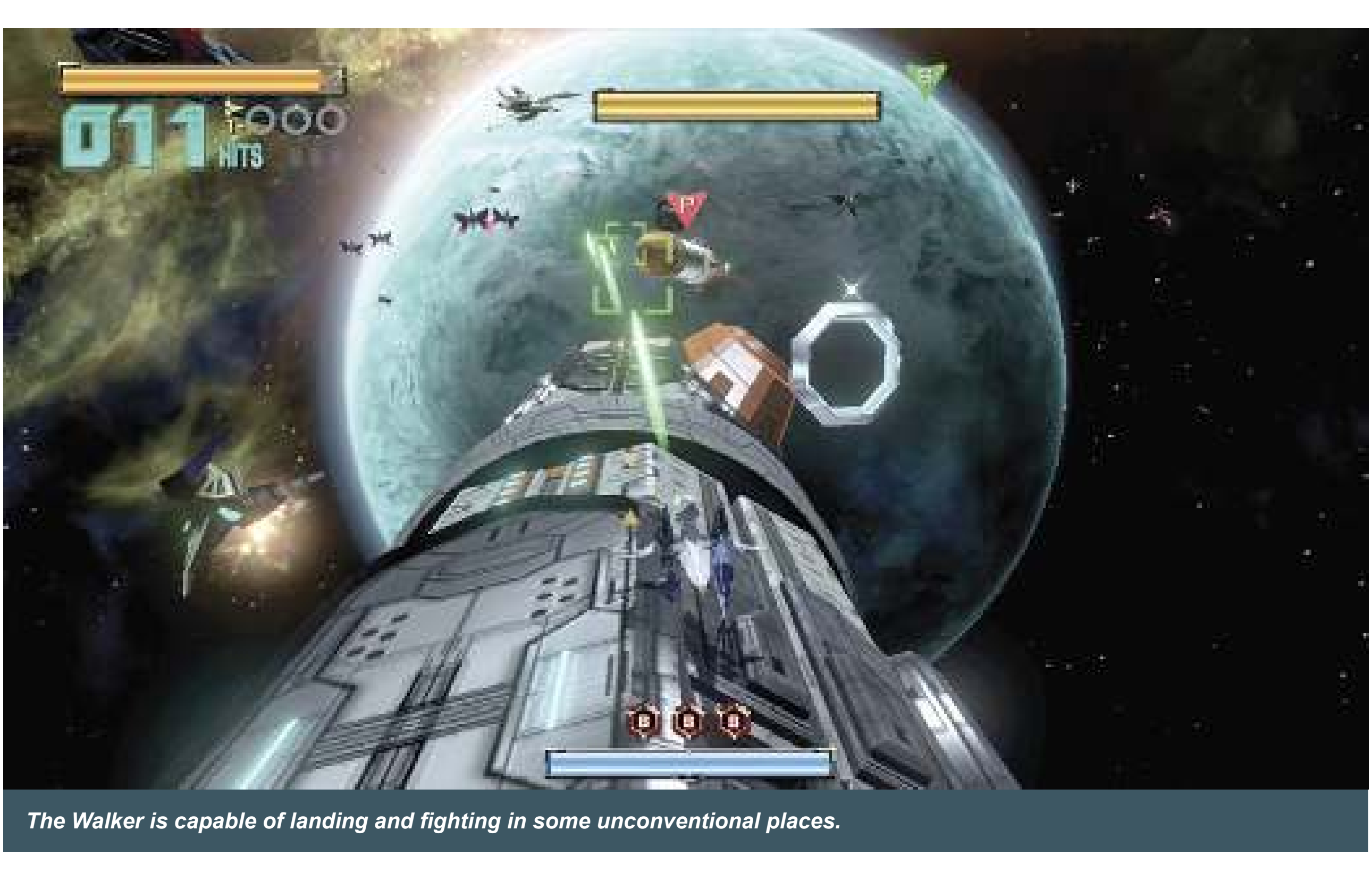


The Walker shares armaments with the Arwing, sporting the same upgradeable laser cannon, charge shots, and smart bombs.

Walker replaces Arwing's brake with slowly-ascending hover jets. These hover jets allow the Walker to "jump" from platform to platform, and to hover in place in midair. The Arwing's boost is replaced by a ground-based dash, allowing you to briefly sprint when necessary. Each of these functions drains the boost meter when used.



Walker mode has a bullet-dodging barrel roll of its own.



The Walker is capable of landing and fighting in some unconventional places.

The ZL button can be held to focus Walker mode in a particular direction, allowing quick strafing back and forth while keeping the same quadrant in view.

ARWING AND WALKER ARMAMENTS

LASERS

You have an auto laser cannon, which can be aimed independent of the Arwing's trajectory, thanks to the Wii U Gamepad's motion controls. This auto laser fires in short bursts if you hold the Fire button briefly. Get a feel for the length of this laser burst, so you can press and release the Fire button in an even rhythm, which is more efficient (and less tiring) than rapidly mashing on fire.

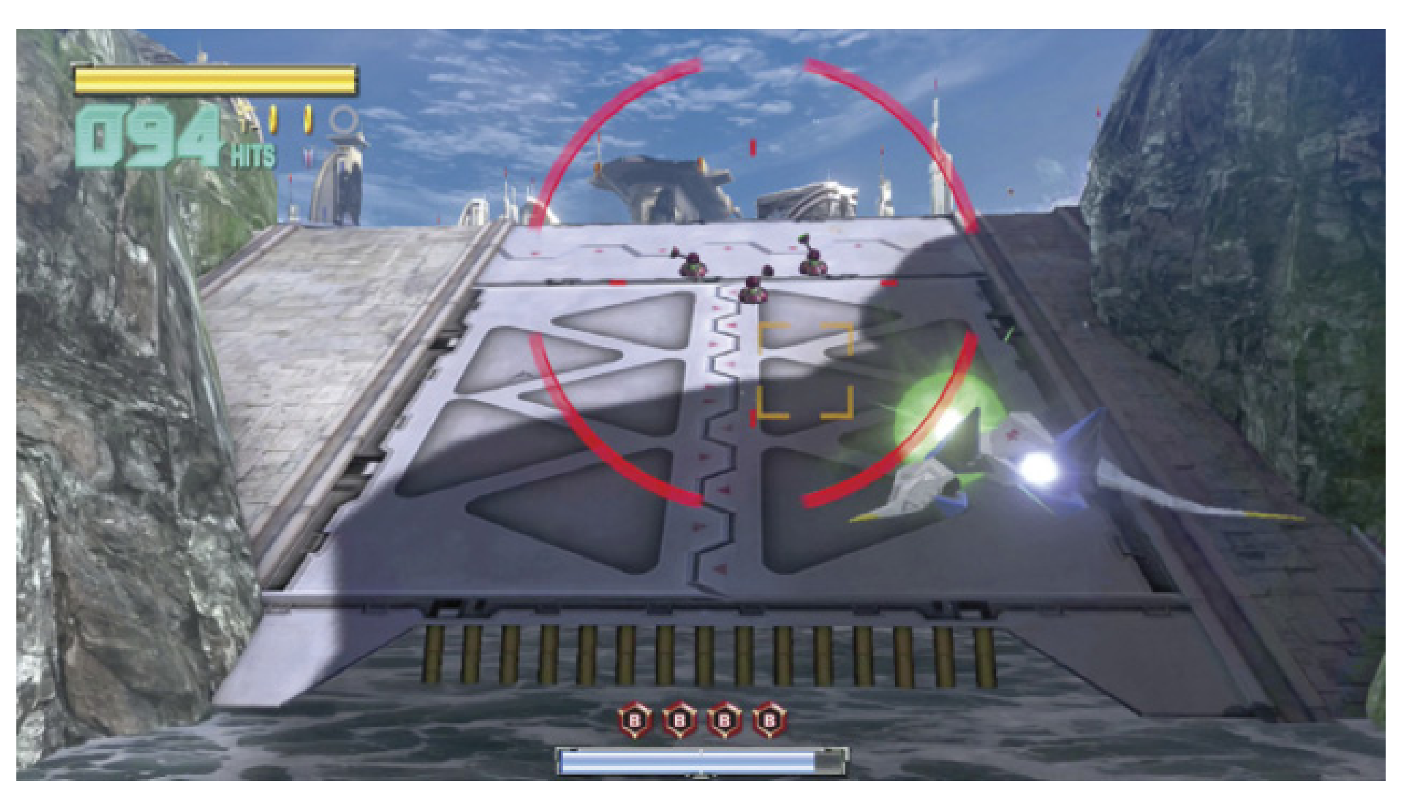
Initially, you begin each stage with a single laser. Flying through a laser upgrade pick-up activates twin lasers, for double the firepower. Picking up another laser upgrade with twin lasers going activates hyper lasers, which are stronger still and allow for two-target lock-on with charge shots. Once you have twin lasers, you keep them no matter what, unless the mission is failed. Hyper lasers, however, are deactivated if the Arwing sustains two direct hits, so be extra careful in order to keep max firepower.

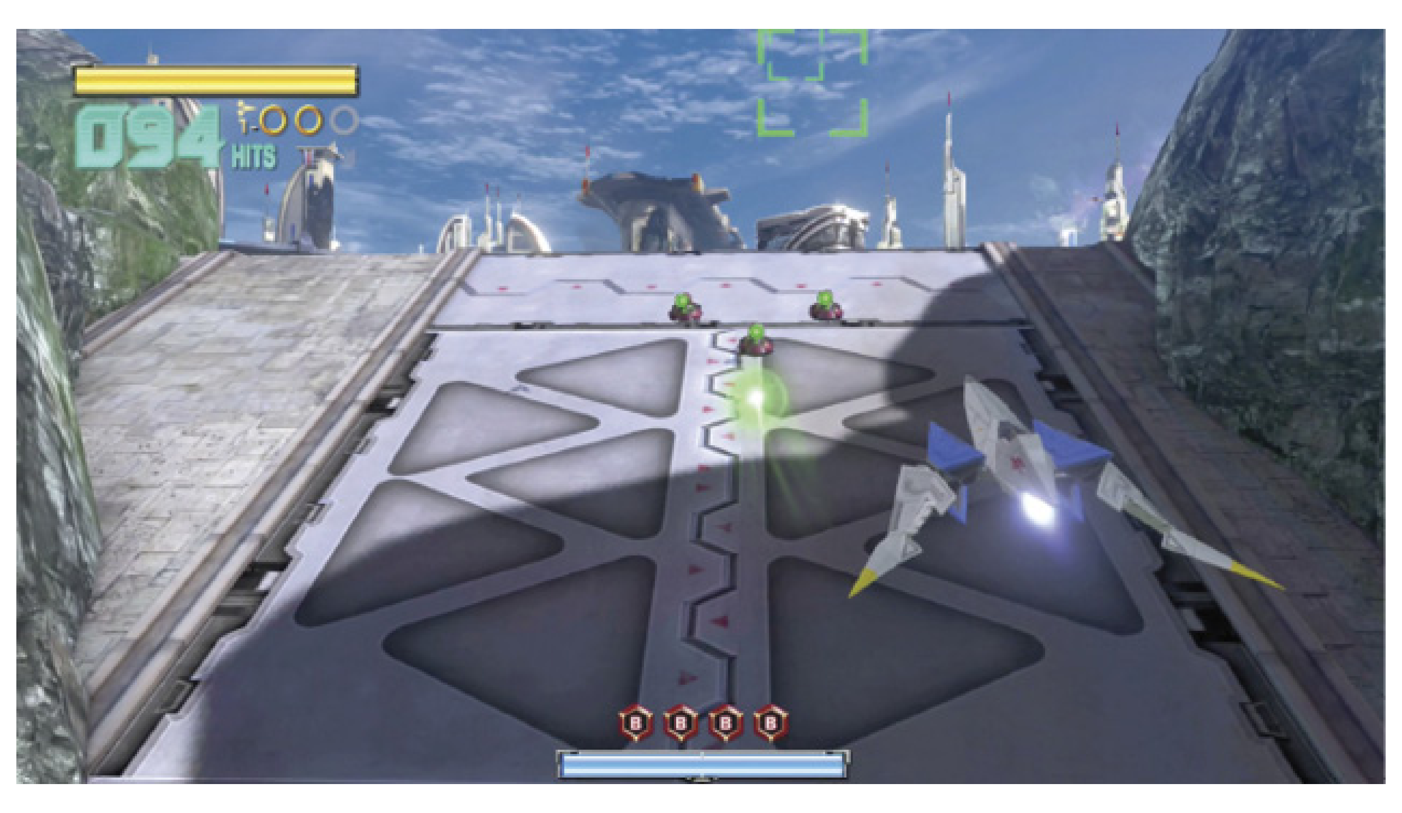
CHARGE SHOTS AND CRITICAL SHOTS

Continue holding the Fire button after a laser burst and the Arwing's charge shot builds up. Once a charge shot is ready, the Arwing automatically achieves a missile lock-on against any appropriate target that passes near the aim reticle. Release the Fire button to launch the charge shot.

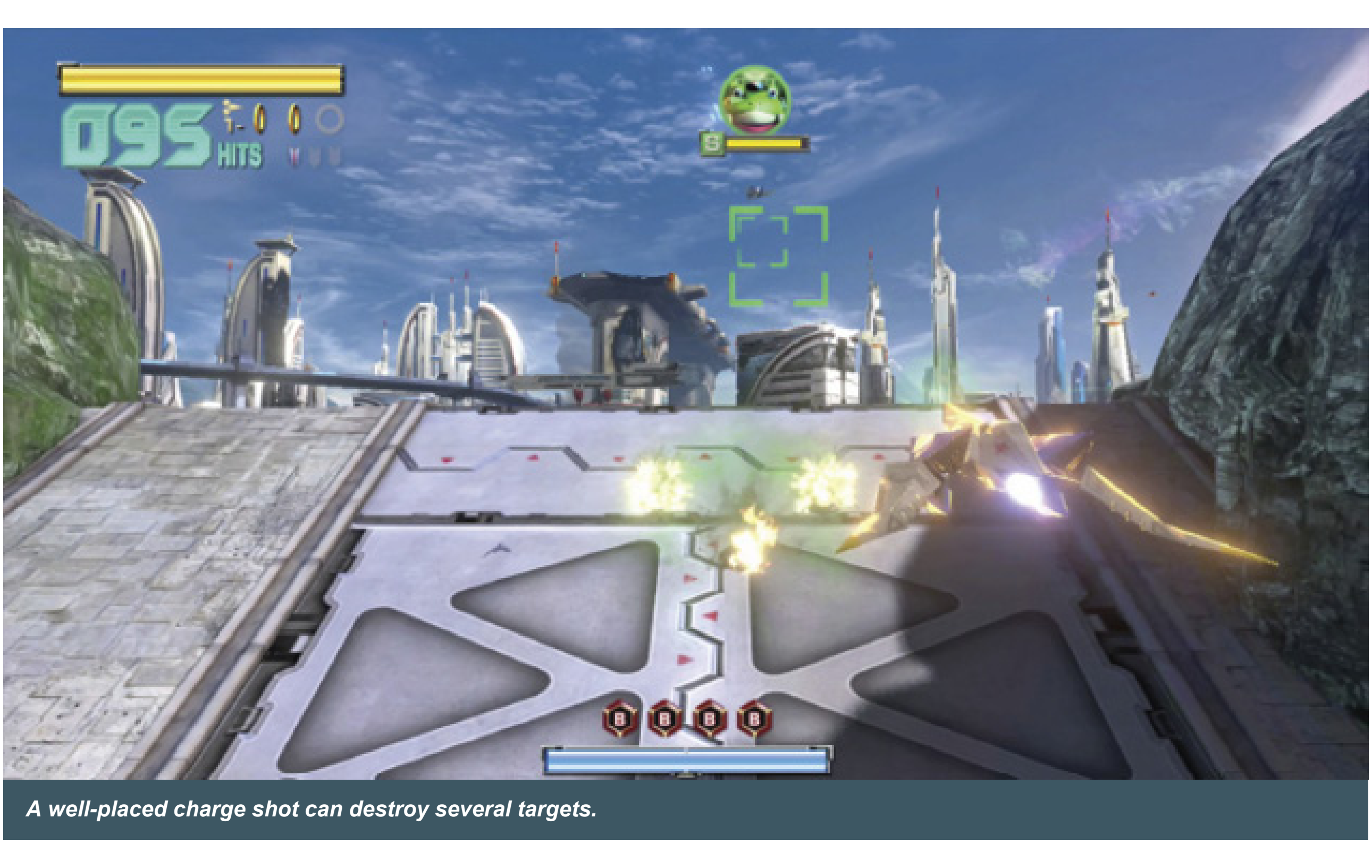
If you release the Fire button precisely as the lock-on is achieved, a critical shot is produced instead. Time your charge shot release just as the red lock-on indicator closes in around the target. Critical shots glow blue, fly much faster, and deal 1.5 times the damage of a standard charge shot over a wider area-of-effect blast.

Critical shots are better than regular charge shots in every way, while costing nothing to use. You can go a long way toward making those demanding hit pars and setting records of your own if you try to use critical shots as often as possible. On the bright side, when you mess up the timing for a critical shot, you still get a charge shot.





When using hyper lasers, you can fire a double critical shot by releasing your charge shot perfectly timed with the second lock-on.



A well-placed charge shot can destroy several targets.

CHOOSING YOUR ATTACKS

With solid aim, keeping twin lasers or hyper lasers trained upon a target while firing constantly will ultimately do much more damage than charge shot after charge shot. Each individual charge shot is much stronger than several laser hits, but the laser hits add up so much faster with good aim that the Arwing's auto-laser wins out. However, you won't always be free to keep your aim focused carefully in one place. Also, one of the best benefits of charge and critical shots is the explosive blasts that can take out extra enemies beside the target. The key to eliminating squadrons of fighters quickly is often to send a locked-on charge shot into the most central unit in the group. Of course, in between groups of targets, you can build up a charge shot in advance by holding down the Fire button so you can release an immediate charge shot and then chase it with laser volleys against your next targets.

SMART BOMBS

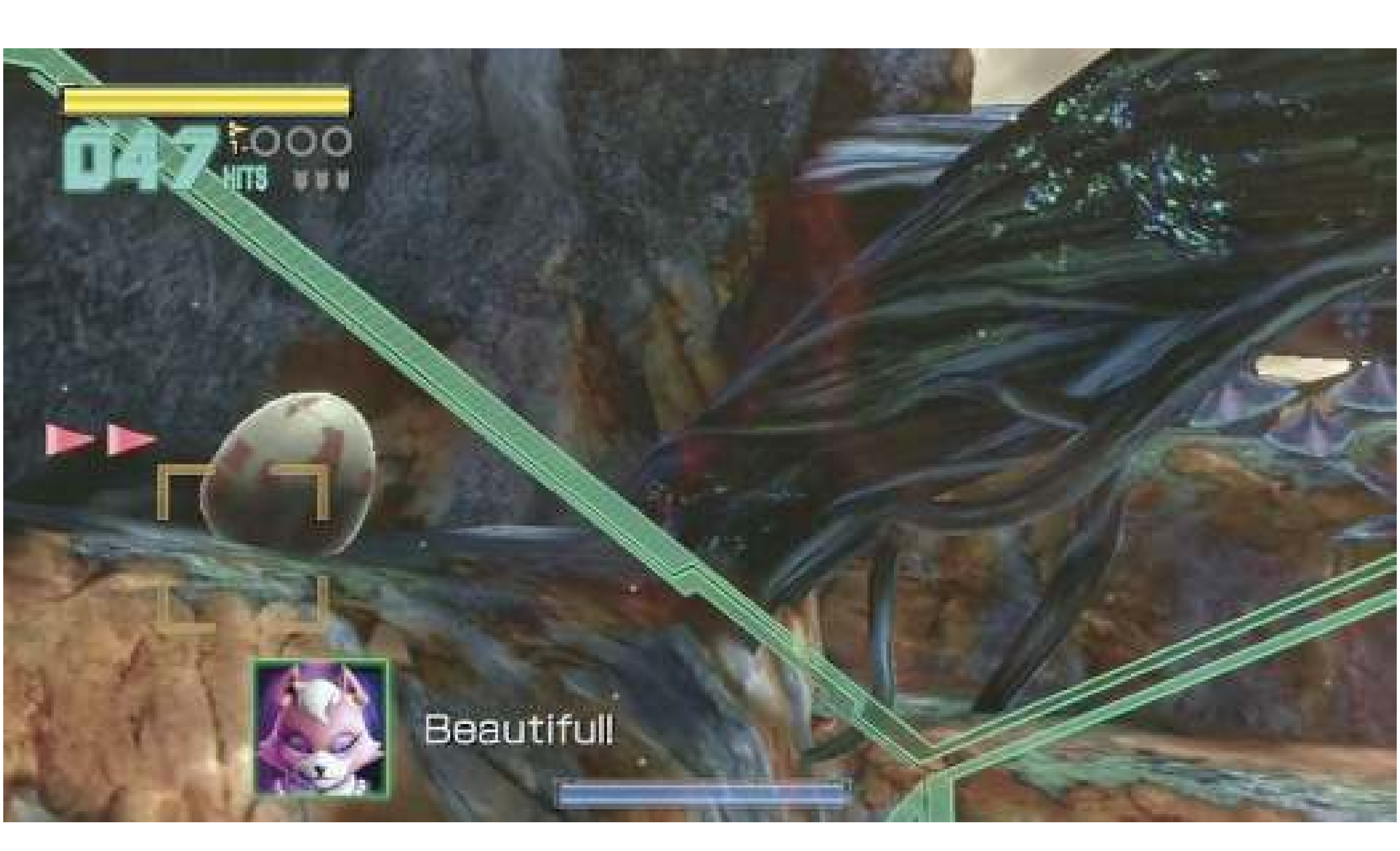
In addition to the Arwing's limitless supply of lasers and charge shots, powered by the energy of the G-Diffuser system, the ship can also carry a limited supply of far more powerful explosive bombs. You start most stages with three smart bombs in reserve, and more can be acquired along the way. A max of five can be stored at once. In some missions, you can even find secret troves of several bombs in one place, drastically adding to your offensive power.

Bombs can be used unguided and fired at a moment's notice, or guided and fired while holding a charge shot lock-on. Without a lock-on, an initial button press launches a bomb toward the aiming reticle. Dumb-fired bombs explode with extreme force on contact with any unit or obstacle, dealing heavy damage to anything nearby. Their fiery blast cloud also takes a couple seconds to dissipate, so enemy units may pass into the bomb's aftershock and still be destroyed. Note that bombs don't have the frictionless travel of lasers nor the guidance of charge shots, and they don't move as quickly as other projectiles. If you launch bombs at targets that aren't fairly close to you, like well-armored targets just outside of lock-on range, you must overshoot the target a bit, which may require some practice.

You can also manually detonate bombs at any point in their flight paths by pressing the Bomb Launch button again. This allows you to salvage a "missed" bomb by detonating it near a target. Since bombs continue to deal damage to an area for a couple seconds after the initial explosion, you can also use manual bomb detonations to place temporary "no-fly" zones right in front of big groups of incoming enemies, easily destroying them all. And, of course, well-aimed bombs make potent tools against heavily-armored enemies, including bosses.

With a charge shot lock-on ready, you launch the bomb as a guided explosive. This works like an incredibly powerful charge shot, with the same caveat—truly evasive foes may just somersault like Fox's own Arwing to dodge the incoming threat.

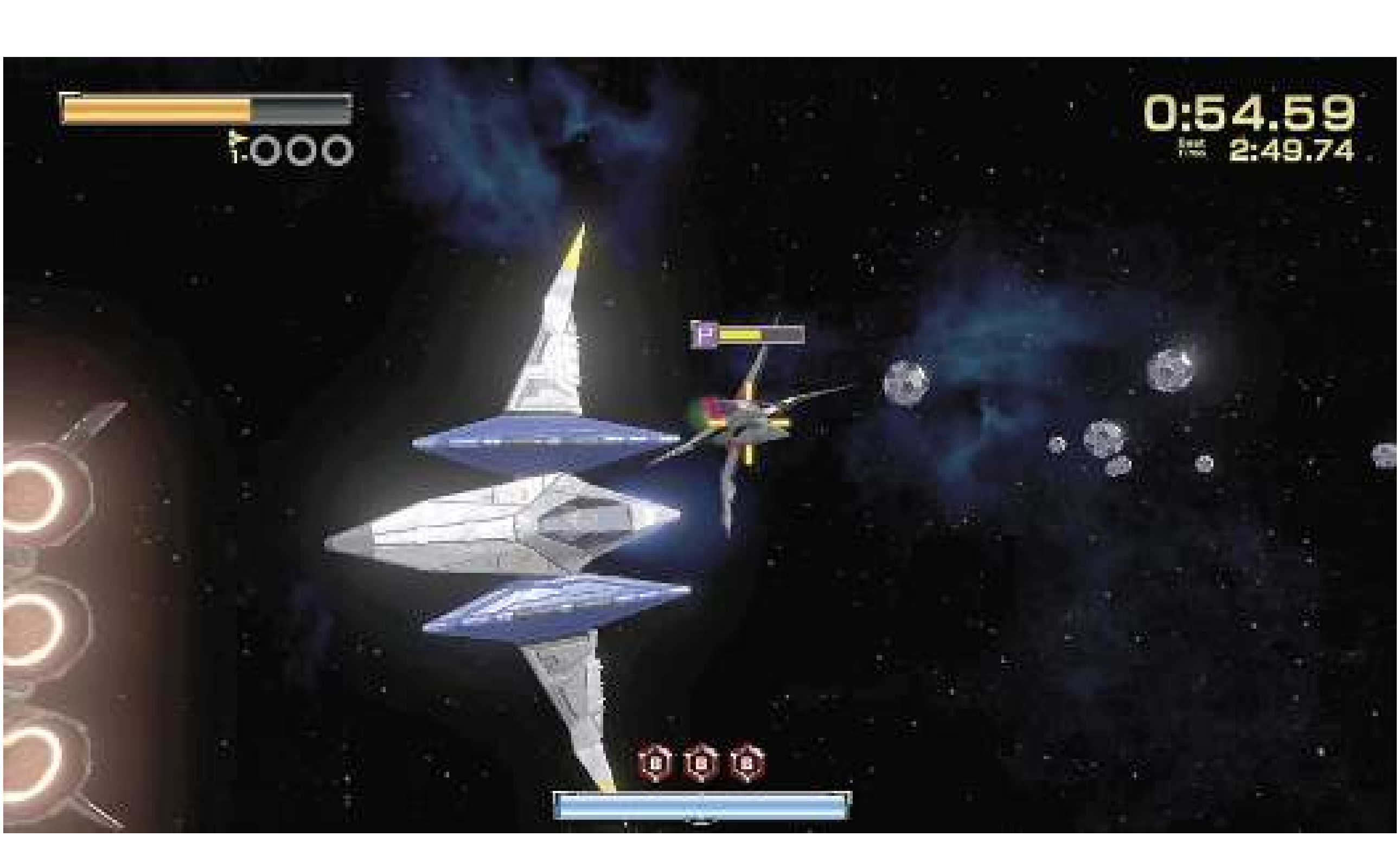
RECALIBRATE RETICLE



With the new motion controls requiring you to bring a full-body approach to aiming in Star Fox Zero, you'll need a way to quickly "reset" the aiming reticle. This can be done any time by pushing in the Left Stick. It may get a little off-center as you naturally reposition slightly while playing. For example, after a section where you've been flying on the right side of the screen a while, aiming left with the Gamepad, you might square your shoulders and recalibrate the reticle during the next brief gap in action.

Against a large, cylindrical target like the first mission's boss (a battle station called Androsa), you might find yourself turning the Arwing left while aiming right, or vice versa, snaking back and forth through the sky around an objective. Any time you're both flying and aiming forward, it helps to get in the habit of recalibrating the reticle in the "breaths" between sweeping turns. This habit will become second-nature, helping you keep cockpit view manageable and your aim focused.

FOCUS VIEW

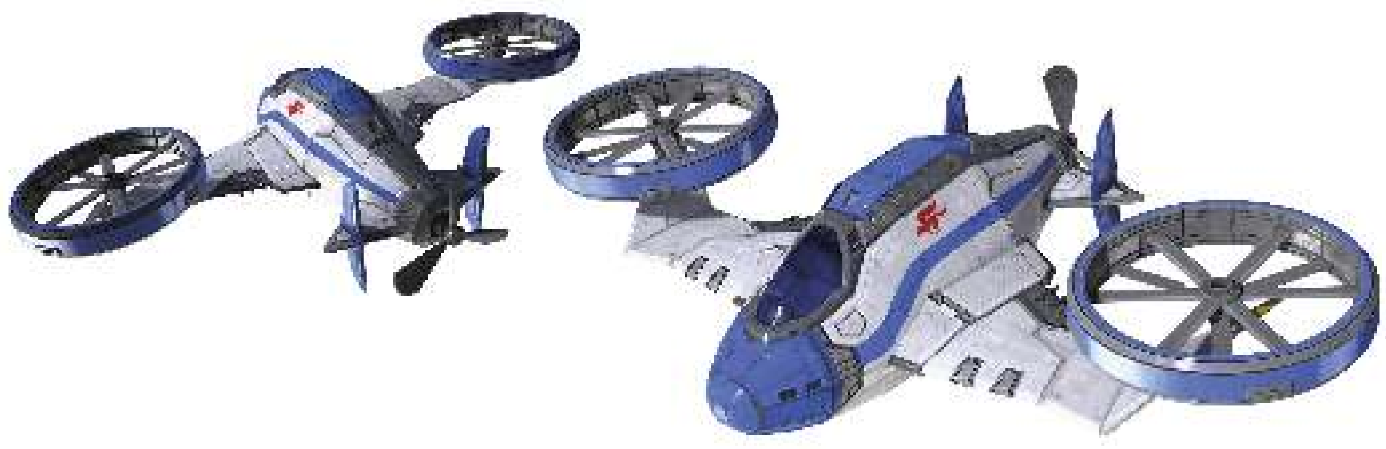


By holding ZL, you can focus the third-person view on targets of interest. Against certain enemies, especially certain boss enemies, holding ZL refocuses the view so you can see the relative positions of the boss and your vehicle. In dogfights

Flight School

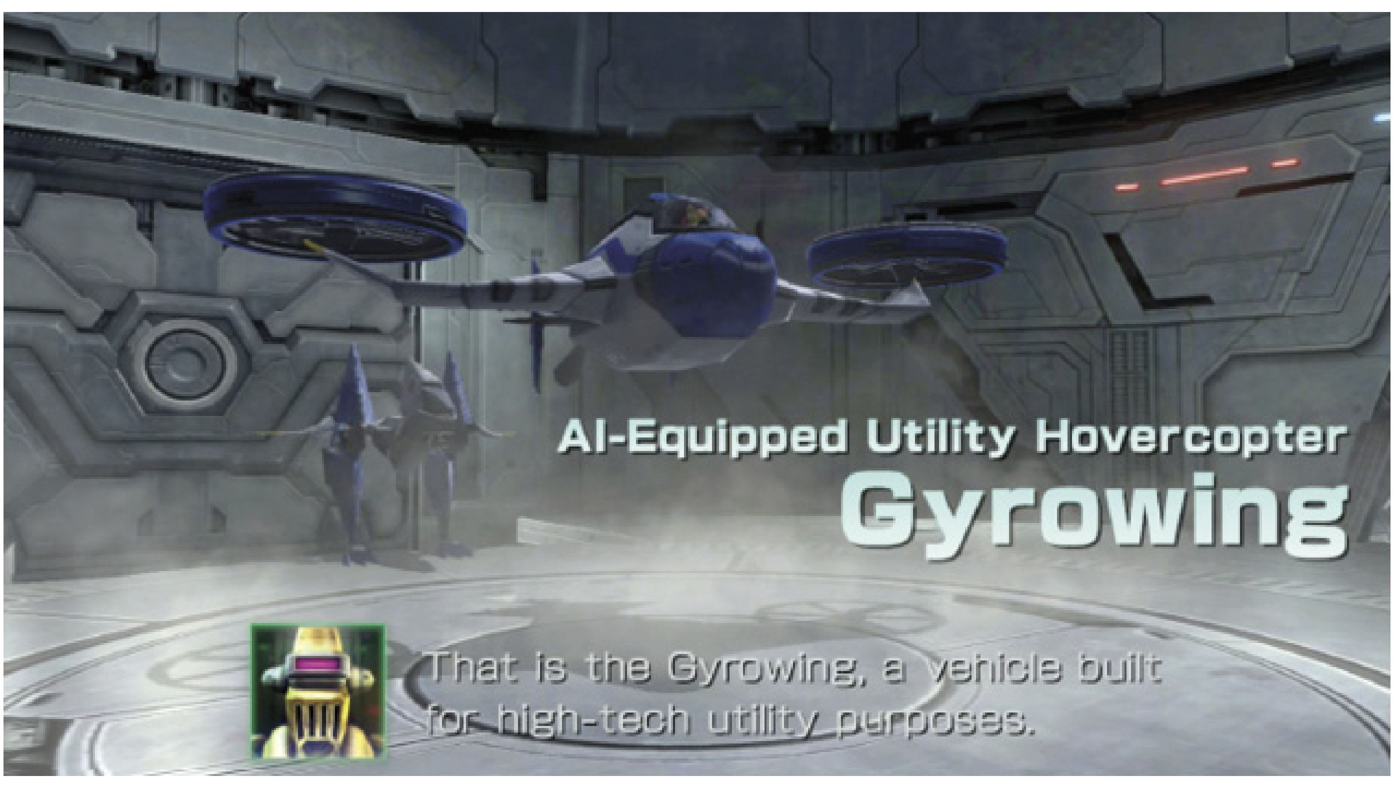
Gyrowing

AI-EQUIPPED UTILITY HOVERCOPTER



GYROWING SPECIFICATIONS

Manufacturer	Height	Length	Top speed	Weaponry
???	???	???	???	Laser cannon, missiles

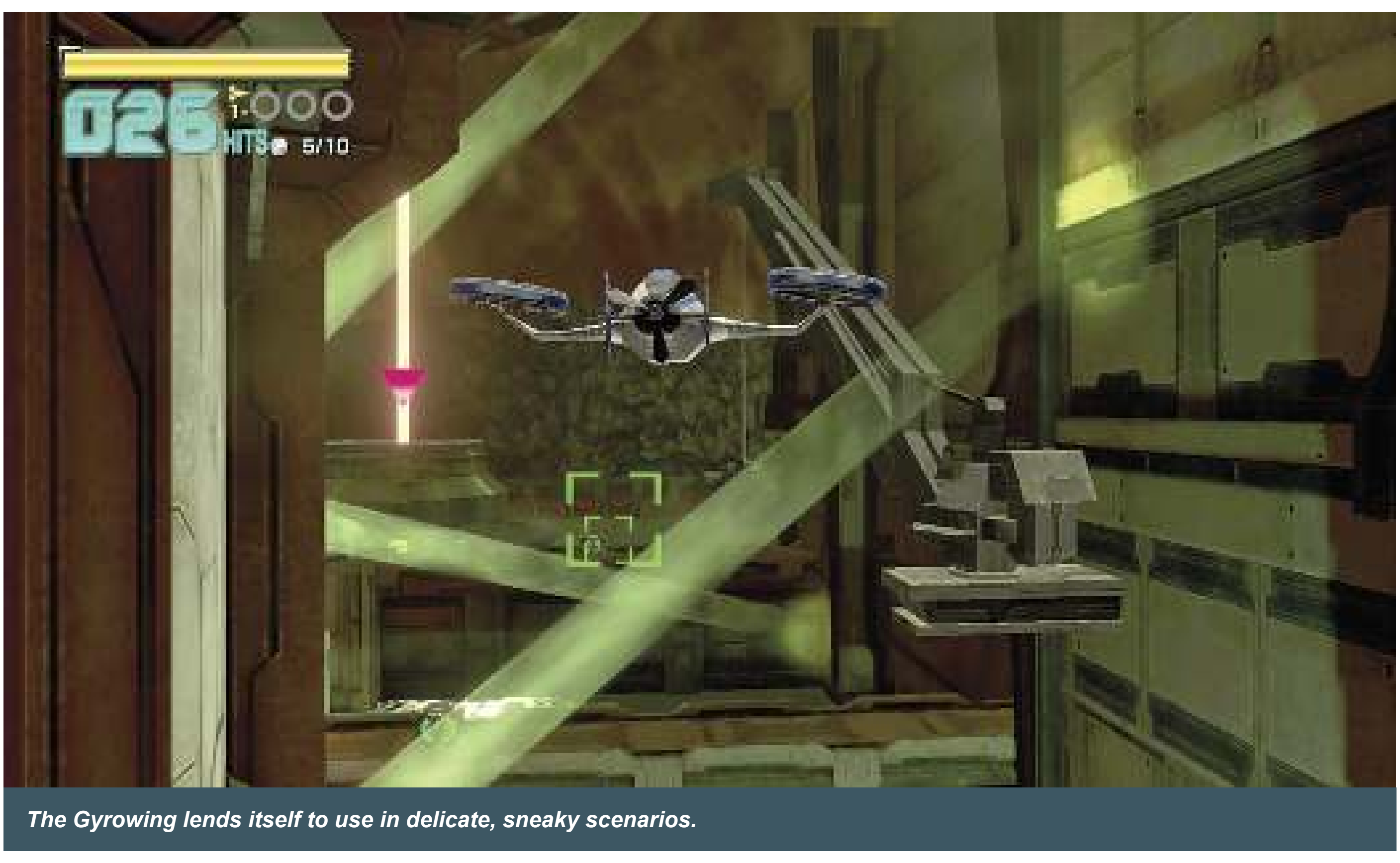


AI-Equipped Utility Hovercopter

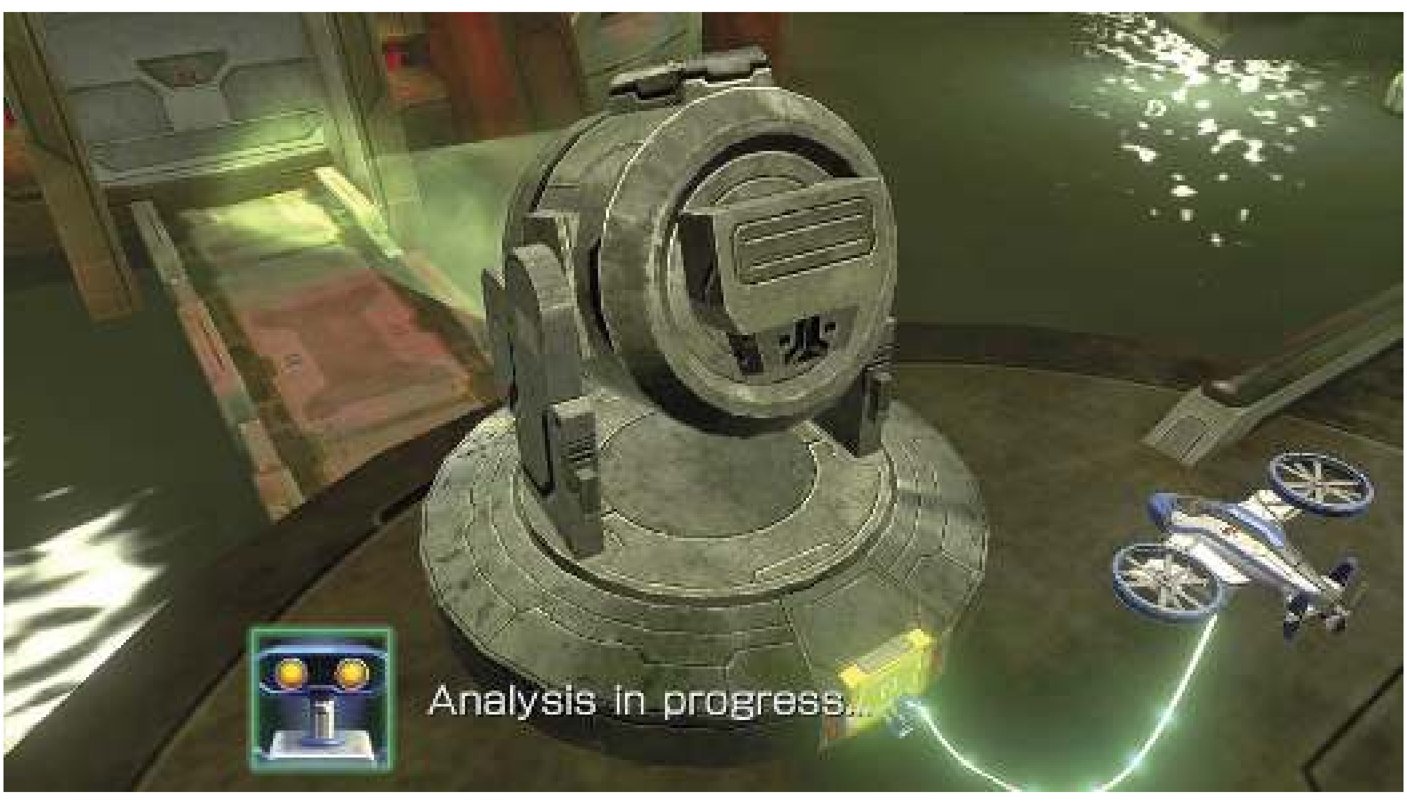
Gyrowing

That is the Gyrowing, a vehicle built for high-tech utility purposes.

This agile helicopter allows for more covert, tactical operations. It comes equipped with a twin laser cannon, and missiles can be stored by holding down the Fire button. Achieve a lock-on and release Fire to launch missiles, just like Arwing charge shots. In the Gyrowing, the Left Stick moves the craft forward, backward, or side-to-side through strafing, while the Right Stick handles turning and altitude adjustments.



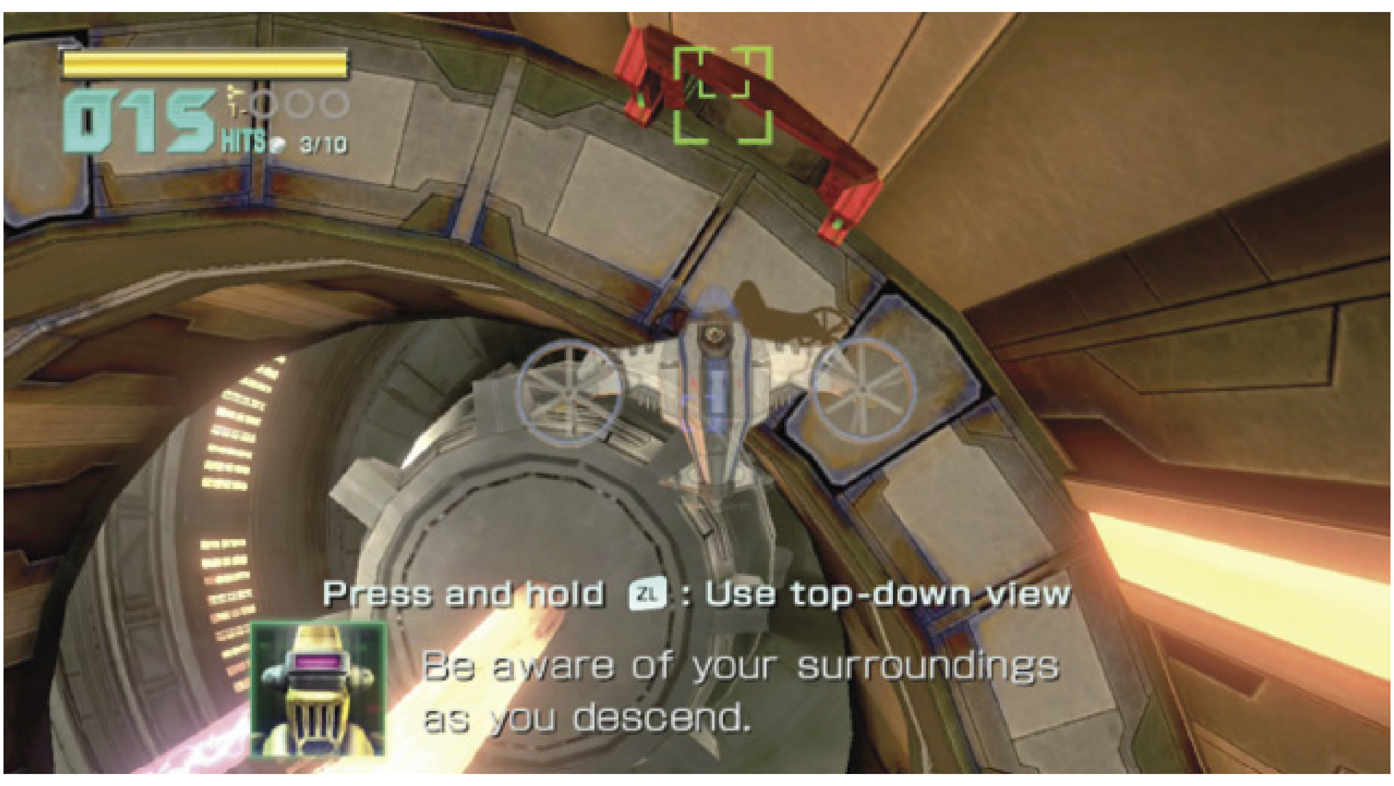
The Gyrowing lends itself to use in delicate, sneaky scenarios.



Analysis in progress...

Unique to the Gyrowing, you can unwind a special A.I. robot named Direct-i. Once lowered, the Left Stick controls Direct-i remotely via a tether from the Gyrowing. The Right Stick still allows some control over the Gyrowing while Direct-i is operational. While controlling Direct-i, you can look around with motion controls and fire a laser. Direct-i is also capable of hacking open control terminals, and entering into spaces too small for any vehicle.

Direct-i can also function as a dangling bombardier. Certain enemy bombs left lying around can be hoisted by lowering Direct-i onto them. The trusty little droid latches on, and you can then fly over an intended target and reel in Direct-i to naturally release the explosive cargo. Pressing the ZR Button releases a bomb without having to reel in Direct-i.

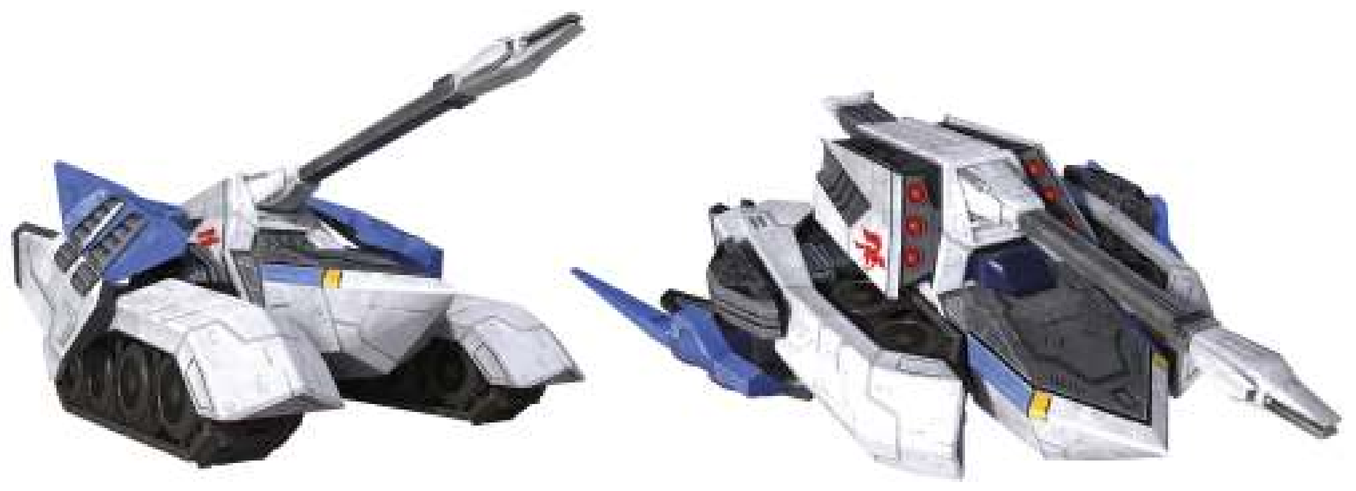


Press and hold ZL : Use top-down view

Be aware of your surroundings as you descend.

While piloting the Gyrowing, the ZL button intiates a top-down view. This can be helpful when gauging where to lower Direct-i, whether to land on a tight perch, to hack a terminal, or grab a bomb. Top-down view also helps with aim when releasing bombs from above targets.

GROUND-TO-AIR HEAVY ARTILLERY



LANDMASTER SPECIFICATIONS

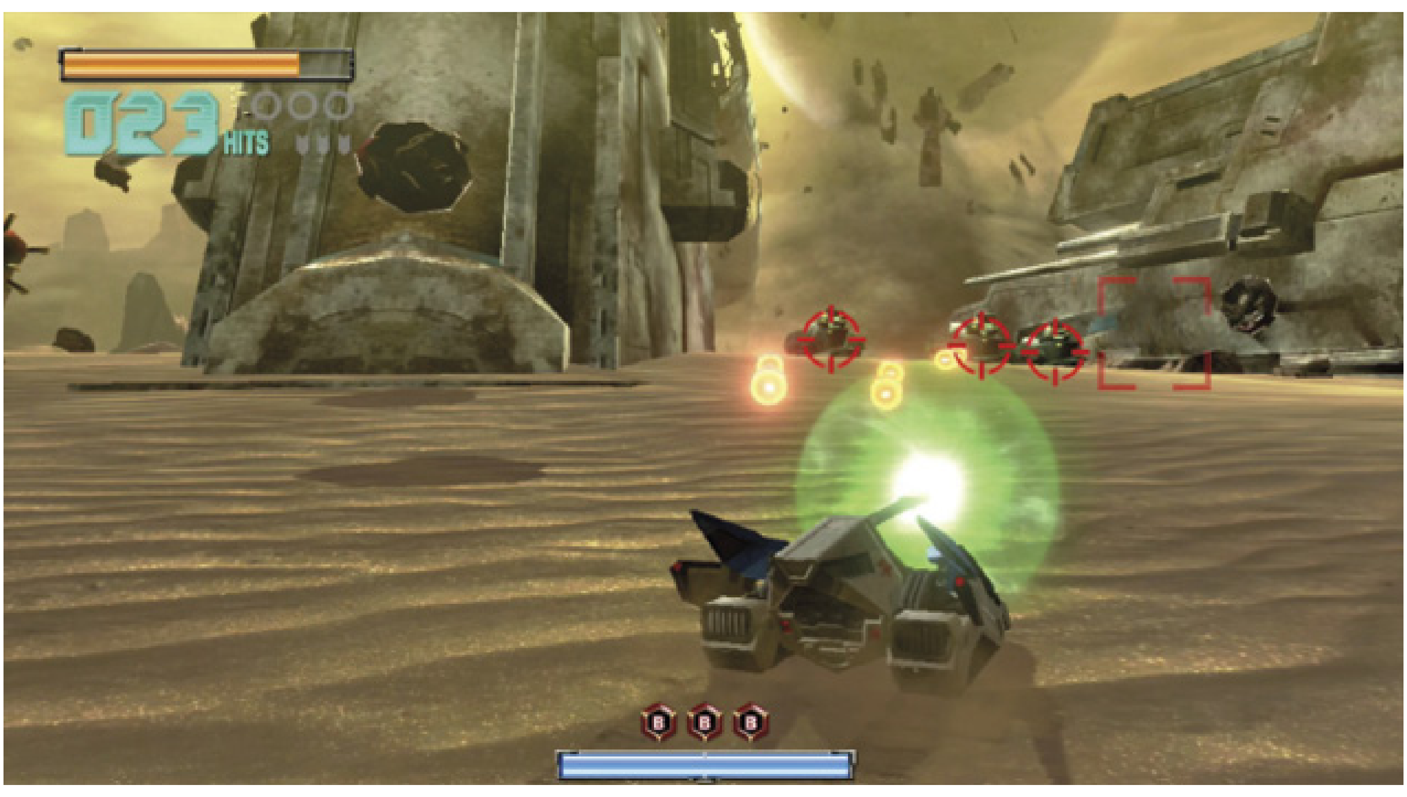
Manufacturer	Height	Length	Top speed	Weaponry
Space Dynamics	8.5 meters	24 meters	97 knots while boosting	Heavy laser cannon, triple charge missile, smart bomb

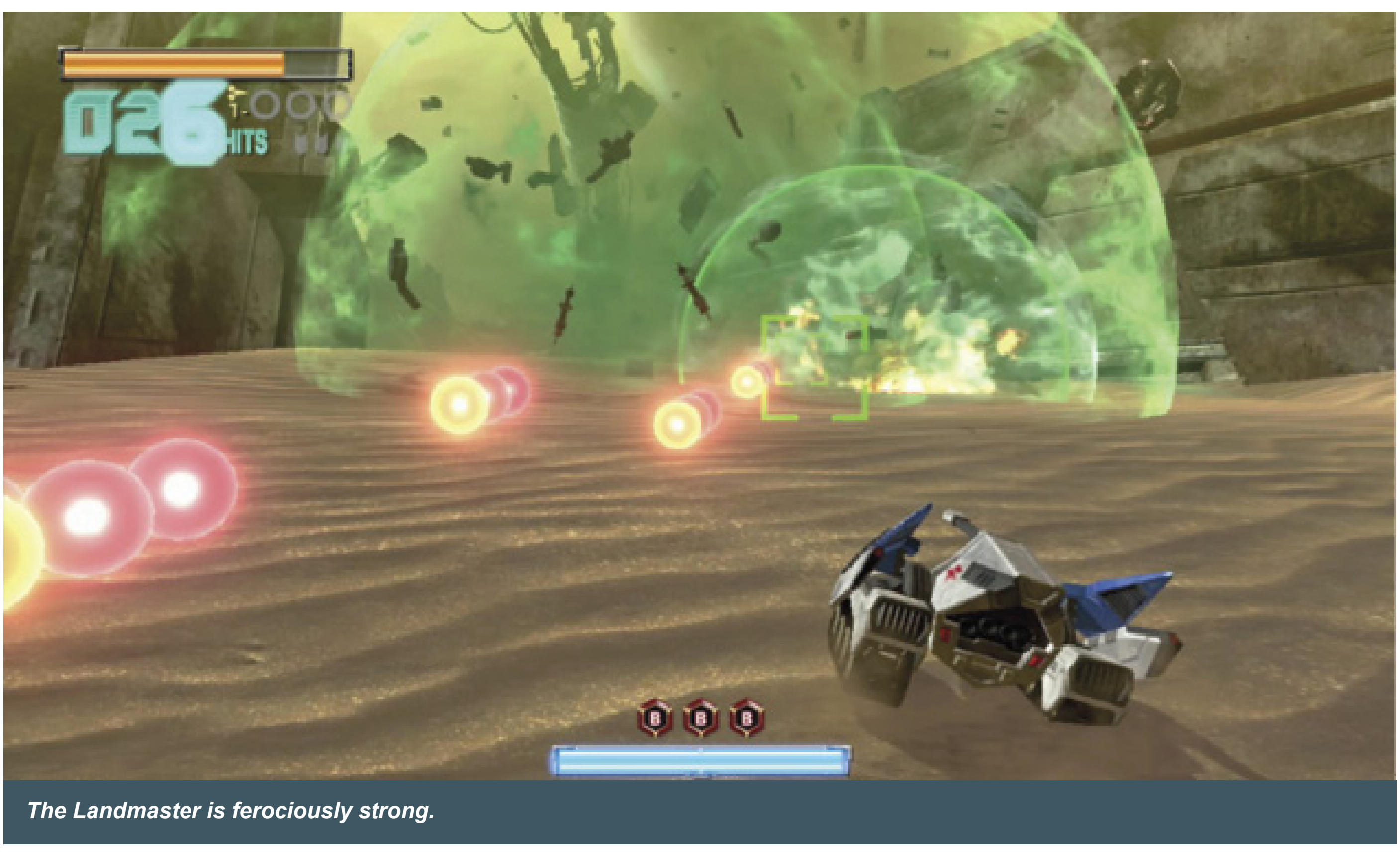
Skip
Ground-to-Air Heavy Artillery
Landmaster

Landmaster, deployed!

This lumbering tank makes up for decreased mobility compared to jet and helicopter-type vehicles with rugged armor and far superior firepower. You direct the tank left and right with the Left Stick, while causing it to strafe by tilting onto one set of treads by pressing left or right on the Right Stick. Like in the Walker, up on the Right Stick surges forward, and down on the Right Stick makes the Landmaster hover on small jets, useful for clearing low obstacles or engaging in sluggish but functional tank platforming.

The laser cannon sported by the Landmaster shoots short, two-round laser bursts with the trigger briefly depressed, but these heavy shots strike harder than the Arwing's smaller laser shots. The Landmaster's tracking system allows for a three-unit multi-target lock-on, so you can launch up to three charge missiles at once, no laser upgrades needed. And the Landmaster can launch smart bombs, like the Arwing and Walker. The Landmaster is especially useful against enemy groups when using multi-target lock-on for trios of charge missiles.





The Landmaster is ferociously strong.

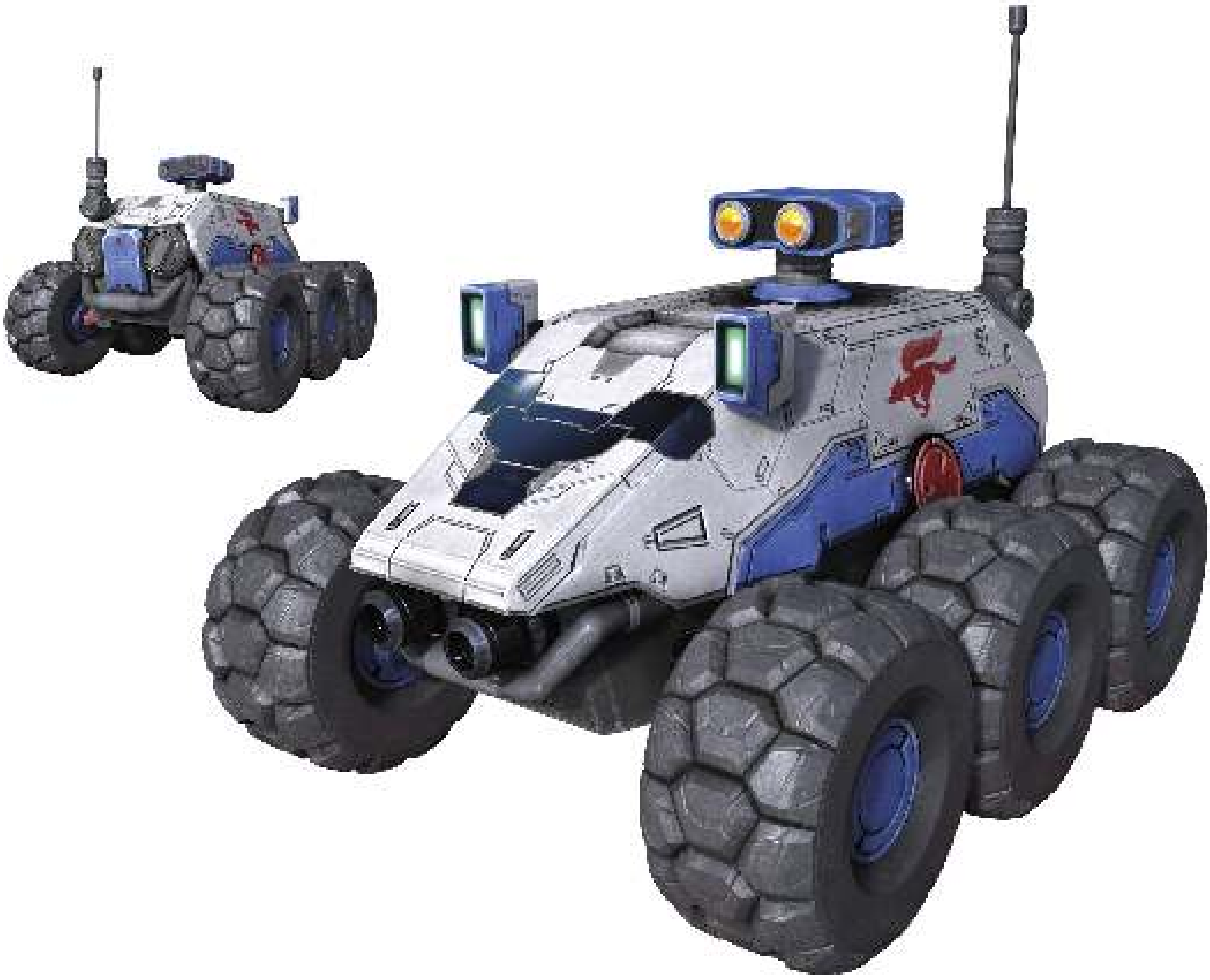
Once the Gravmaster upgrade is available, you can transform at will between Landmaster and Gravmaster modes with the Transform button. In Gravmaster mode, the tank flies slowly through the air, becoming flying heavy artillery!

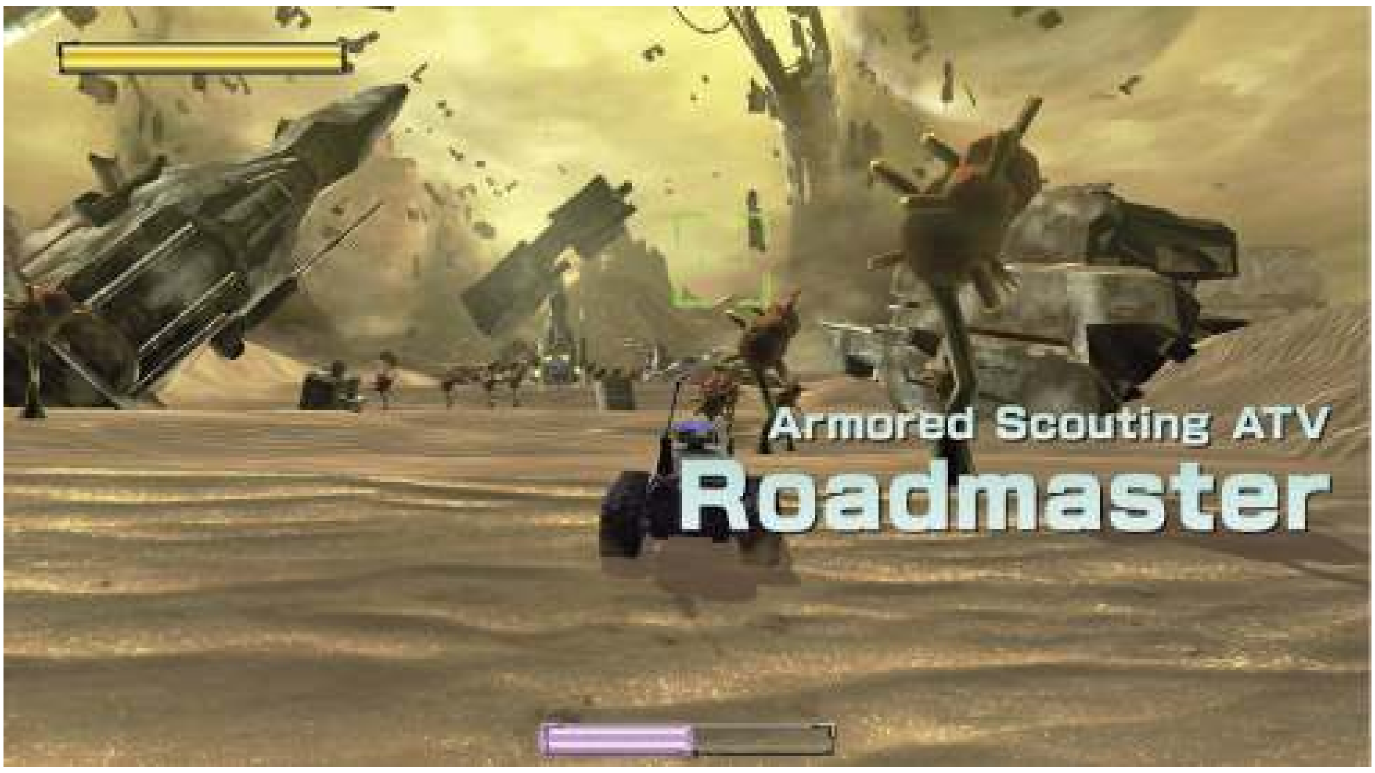
Skip
Landmaster Flight Upgrade
Gravmaster

The Landmaster has been equipped with a new function.

Roadmaster

ARMORED SCOUTING ATV



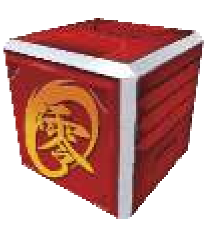

Armored Scouting ATV
Roadmaster

Flight School

Items

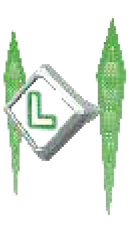
Items are picked up by moving through them, whether flying with the Arwing, scampering with the Walker, or piloting some other vehicle.

SUPPLY CONTAINER



Allied forces sometimes provide supply assistance mid-mission. Shoot these boxes to reveal their contents. Supply containers can contain all the normal power-ups, along with some exclusive to Great Fox deliveries. If you're having repeated trouble with a particular mission, the Great Fox will eventually leave behind a gold fox supply container, making you immune to damage if you pick it up. (Though be advised, your hit score will not count for a stage completed using gold fox invincibility.) You can also get extra-potent shield stars for quickly replenishing lots of shield gauge.

LASER UPGRADES

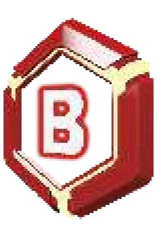


The Arwing comes equipped standard with a single laser cannon, but this can be upgraded to twin lasers by picking up a laser upgrade, doubling your laser firepower. Pick up two laser upgrades in the same mission for hyper lasers, which allow for two charge-shot lock-on targets at once.

If any additional laser upgrades are collected while you already have hyper lasers, those extra laser upgrades will count for +3 hit score.

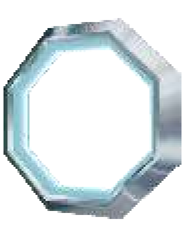
Getting hit twice with hyper lasers activated downgrades them back to twin lasers. Twin lasers won't be demoted back to a single laser unless you complete or restart the mission.

BOMBS



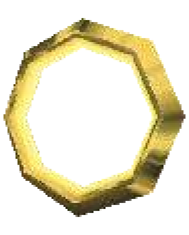
Bomb pick-ups are straightforward: They add an extra smart bomb to your reserves. If any additional bombs are collected while you already have five, those extra bombs will count for +3 hit score.

SILVER RINGS



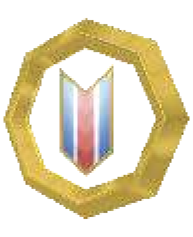
Silver Rings replenish a bit of your shield gauge. If you've sustained damage, seek out silver rings to repair it. Silver rings are often left behind in the wake of destroyed enemies, and appear often along the way through missions. Environmental features that can be destroyed, like trees on land or space debris in orbit, may also leave behind silver rings.

GOLD RINGS



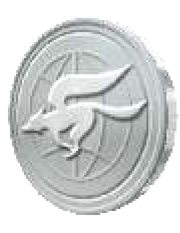
Gold rings not only refill some shield gauge, but they also add up toward extra vehicles in reserve. Pick up three gold rings to store a second chance should you fail at a mission.

SUPER GOLD RINGS



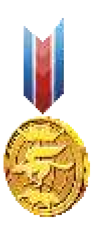
Super gold rings are gold rings with a medal icon spinning within. Most missions have three super gold rings spread throughout the area. Pick up all three during the same successful mission run to reveal a hidden medal pick-up.

MEDAL TOKENS



On a couple stages, a secret medal is earned by collecting 10 small silver medal tokens. Some medal tokens are in plain sight, but a few are hidden away unless you fulfill certain conditions. Unlike with super gold rings, there's nothing extra to pick up upon completion—the medal itself is simply earned when the final medal token is picked up.

MEDALS



Medals are the main way you can measure progress in fully exploring Star Fox Zero. Each stage has at least one collectible medal unlocked by fulfilling some condition, and most stages have several. Medals are usually hidden away, or gated behind some unlock condition, like collecting all the super gold rings or medal tokens on a stage, or setting the hit/time par record. Most stages also have a medal that is unlocked by registering Mission Accomplished (meeting some hidden secondary objective along the way) rather than just Mission Complete (just successfully surviving the mission). Apart from allowing you to gauge your overall mastery of Star Fox Zero, unlocking medals also reveals more extra missions in Training Mode.

HIT PAR

As you destroy Andross's forces in each stage, the "hit" score indicated on the top-left of the screen increases. Most missions have a "hit par," or a score to strive for. Exceed this score while successfully finishing a mission and you unlock that mission's hit par medal. You only get a medal once per mission for breaking the hit high score; surpassing your own hit par again won't unlock anything but a sense of personal accomplishment.

TIME PAR

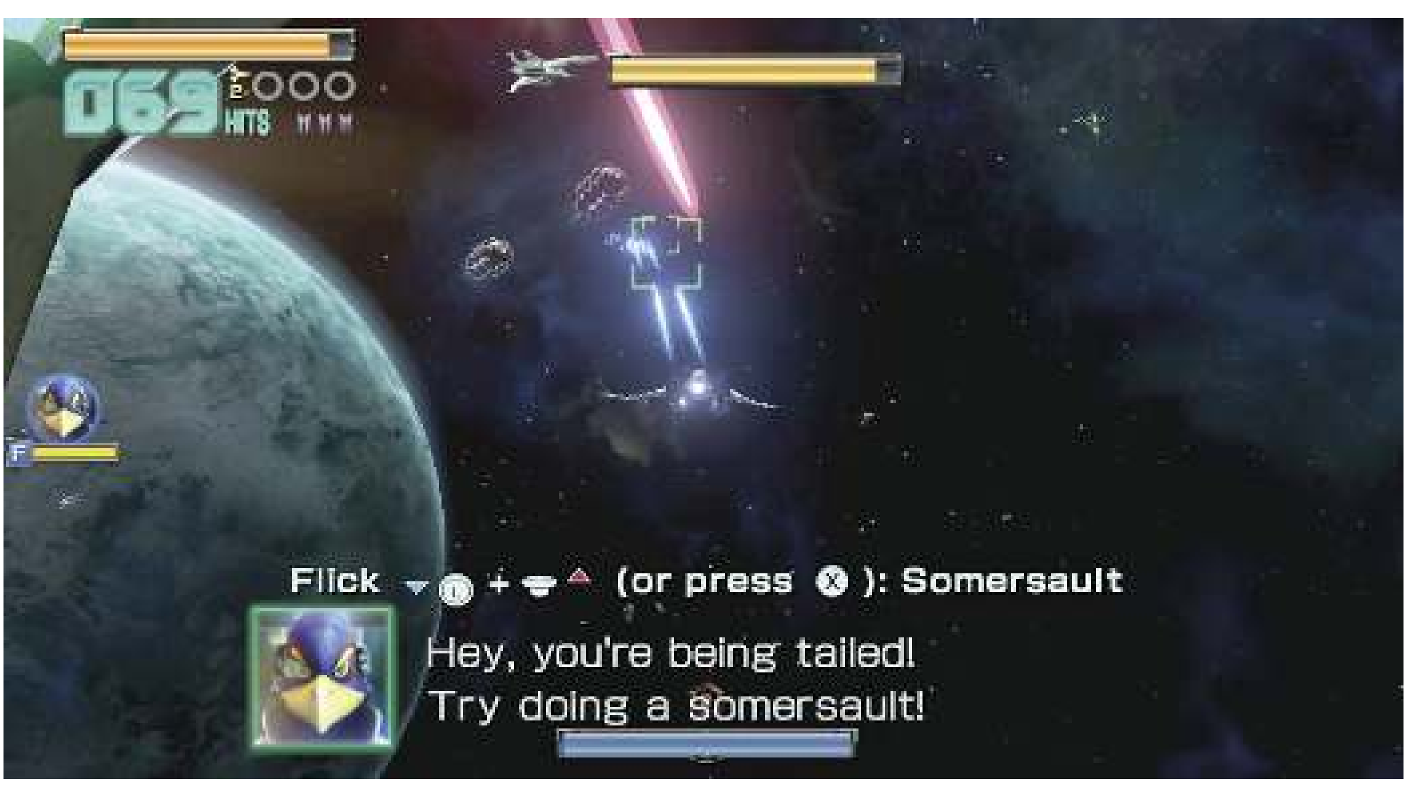
A few missions use time as a measuring stick instead of the number of hits. On these stages, to acquire the par medal, you must complete the entire stage under a certain length of time. You won't fail the mission if you exceed this time period; you just fail to unlock the performance medal. (Though timed stages will fail if you take prohibitively long to finish the main objective.)

MAKING PAR

Surpassing hit par scores and finishing time par missions under the limit both require familiarity with the level layout and your objectives along the way. Hit pars, for starters, require you to try and destroy just about every hostile element on the stage. Missing an Androssian invader here and there won't scrub your score attempt, but if you let too many enemy groups pass by without inviting attention from your vehicle's lasers, the high score attempt is likely to be unsuccessful.

Of course, good motion controller aim with your twin (preferably hyper) lasers is a must. Mission familiarity helps you know when it's a good idea to have a charge shot stored up, ready to unleash on a tight group of minor targets. Precisely timing your charge shot launches so you trigger extra-powerful critical shots goes a long way toward making hit pars attainable; the extra damage and larger blast radius of blue-glowing critical shots dispatch groups and stragglers on the fringes of groups much quicker than other means. You can even unleash dual critical shots, when powered up with hyper lasers, by precisely timing charge shot release with the second lock-on. You can score even more bonus hits by shooting an enemy ship that's already been destroyed as it spirals out of control. You can tell you are achieving these kinds of points if the "+1 HITS" text is a golden color instead of white.

You'll also want to make sure you keep Falco, Slippy, and Peppy involved in the fight. They each add about 10 hits to your end-of-mission hit score, but only if they aren't made to retreat in transit. Be sure to respond promptly to any wingmate's requests for assistance, so damage taken mid-mission doesn't drive off your allies.



Flick + (or press ⓧ): Somersault

Hey, you're being tailed!
Try doing a somersault!

Sometimes the number of targets disabled isn't as important as how you disable them. One example is the Chiritori missile, a space torpedo that breaks apart near its target into several squat, surface-scouring drones. Once the Chiritori missile splits into its constituent Chiritori drones, each drone is only worth 1 hit toward hit par. But if you engage and destroy the Chiritori missile before it splits apart, you'll get a large hit bonus.

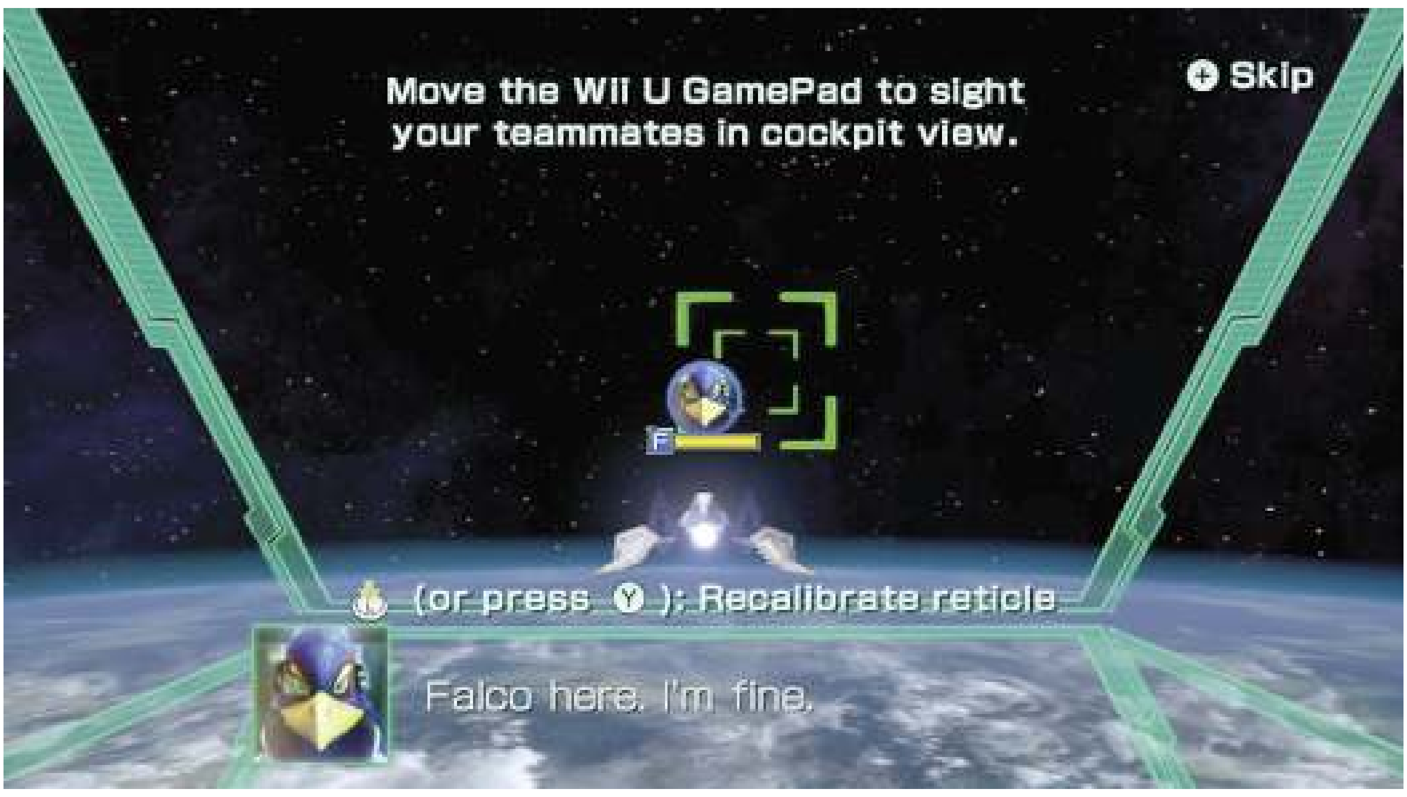
Time par missions require that you trim away all wasted movement. You'll need to know exactly what the mission is asking of you, and you'll need to focus immediately. This can be a mix of familiarity, execution, and even some luck of the draw. This is especially true when dogfighting Wolfen: You might have a time par attempt that's only seconds off. Also, in a crucial engagement with an enemy, it's possible they zig instead of zag, and the moments you spend reacquiring them as a target doom your medal. There's nothing for a determined Fox to do in this case but try, try again.

Corneria - Enter Star Fox!

Introduction

Hub of Galactic Peace
Corneria
Enter Star Fox!

As Fox McCloud and his team float far above Corneria near their mothership, the Great Fox, a transmission arrives from General Pepper down below. Andross's army has launched a surprise attack, overwhelming Corneria City and trapping General Pepper. After a quick systems check in orbit, using cockpit view to target each wingmate and check in with them, you'll plunge into the atmosphere toward the city.

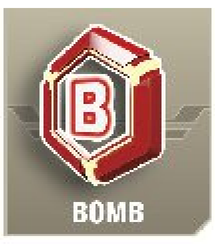


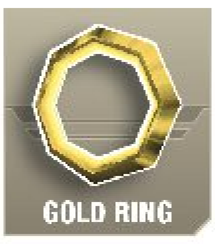
Move the Wii U GamePad to sight your teammates in cockpit view.

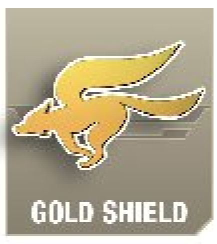
(or press Y): Recalibrate reticle

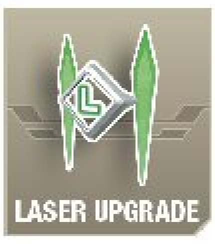
Falco here. I'm fine.

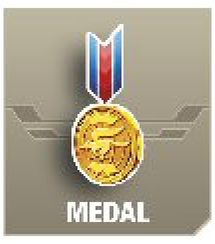
MAP LEGEND

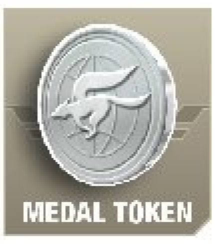


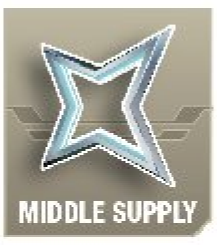


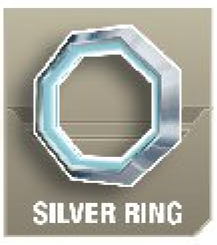

GOLD SHIELD

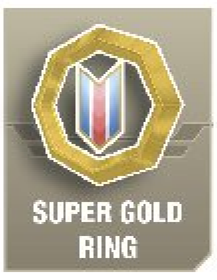

LASER UPGRADE

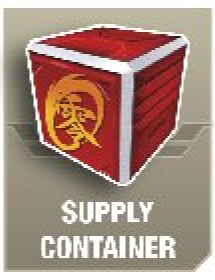



MEDAL TOKEN


MIDDLE SUPPLY

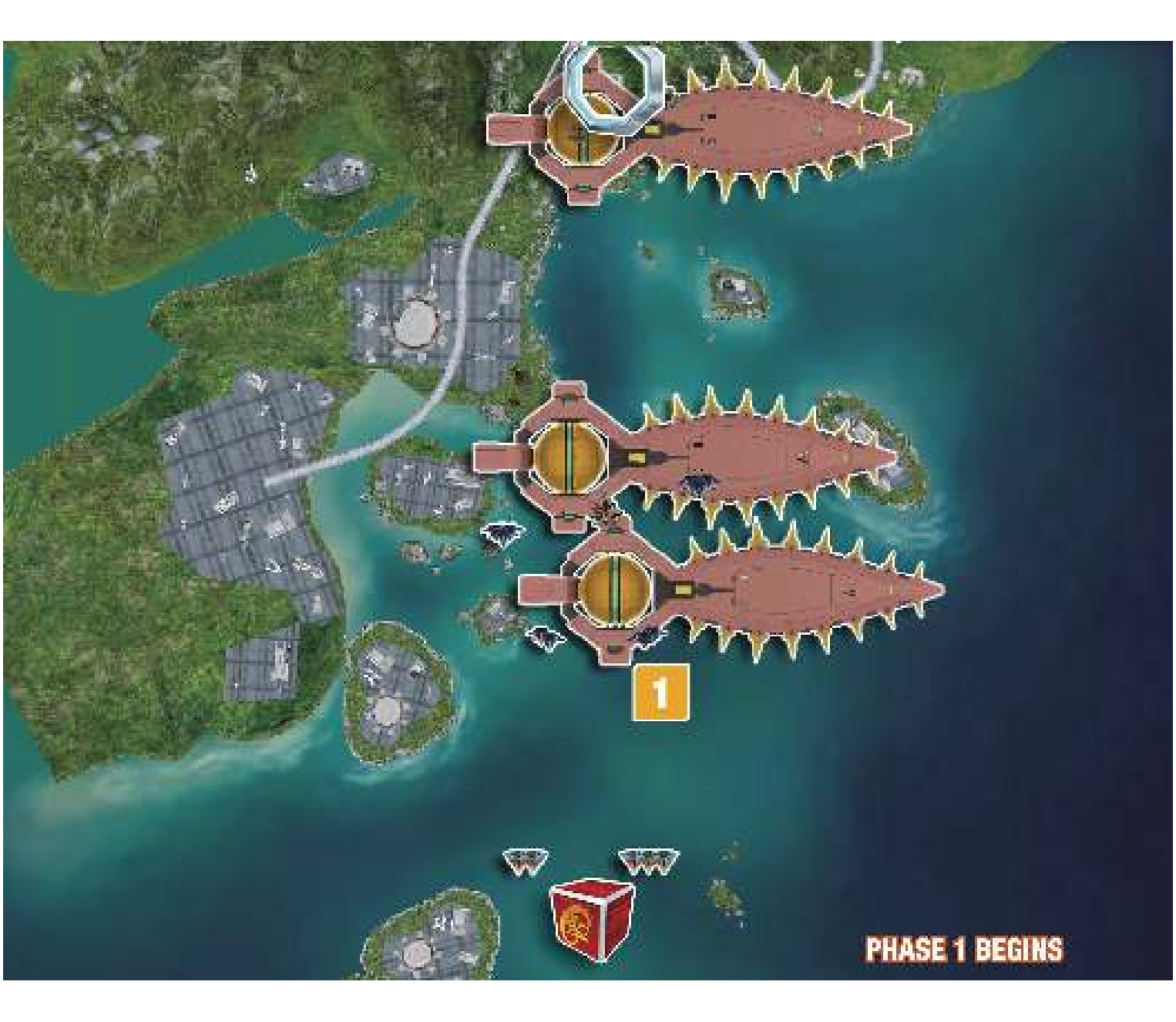

SILVER RING


SUPER GOLD RING


SUPPLY CONTAINER

Corneria - Enter Star Fox!

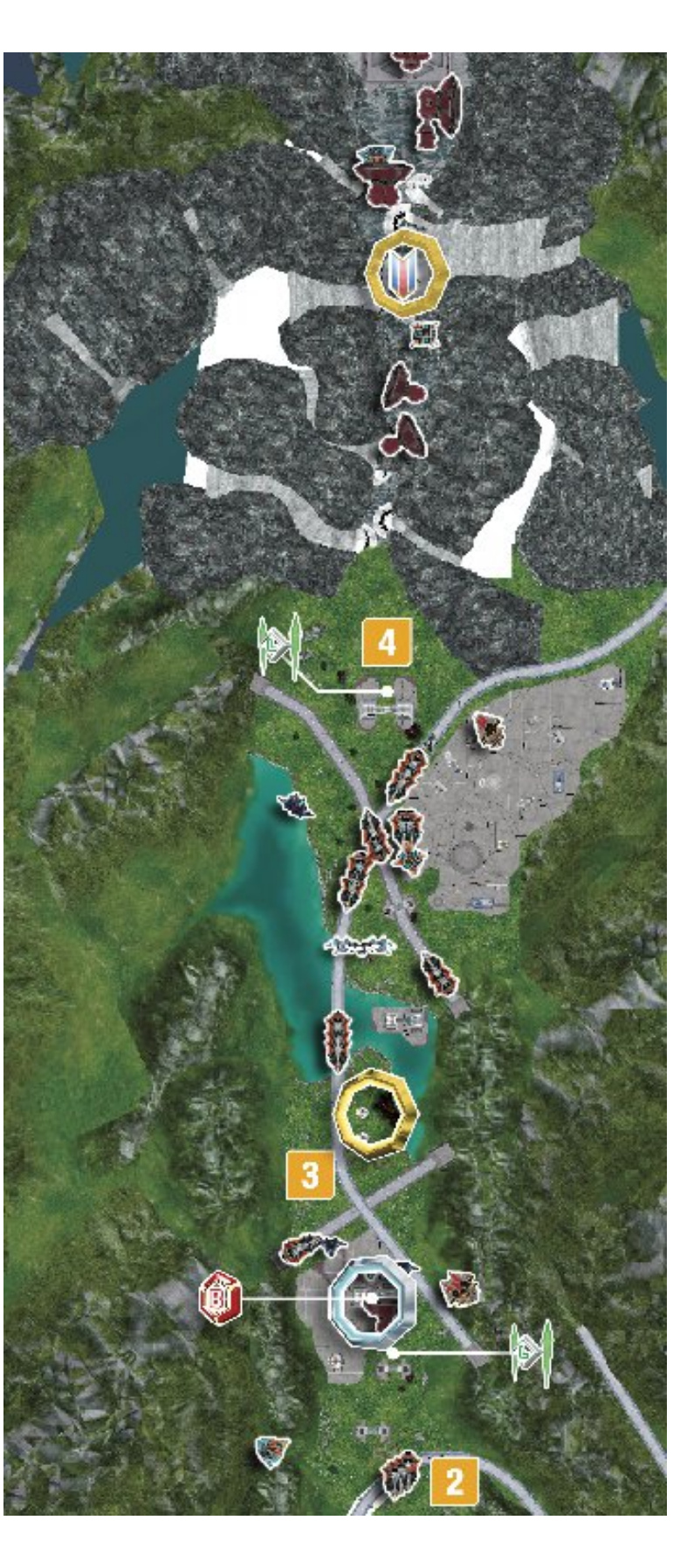
Phase 1: Hurry to Corneria City



1 With Fox McCloud commanding the squadron to open the wings, slowing for maneuverability, you approach Corneria City coming in low over the sea. An initial few waves of Dragon I and II aircraft give you a chance to start getting acclimated to piloting and targeting independently, as well as using the lock-on function of the Arwing's laser cannon for charge shots (and more powerful critical shots, properly timed). With good aim, training a laser cannon stream on one target deals damage more quickly than charge shots, but charge shots explode on contact, potentially taking out several targets. Especially if you release a charge shot precisely when lock-on is achieved, resulting in a critical shot—this is the fastest way to wipe out lots of minor attackers at once.

020
HITS
HIT+ 1

Closer to shore, the first large craft appears, with Sawsharks emerging from the waves below. These heavy craft can plow straight through Corneria City's buildings, so take them out with concentrated laser fire as they rise. Several Venom Fighter II units fly past, opening fire on Corneria as the second Sawshark craft rises.

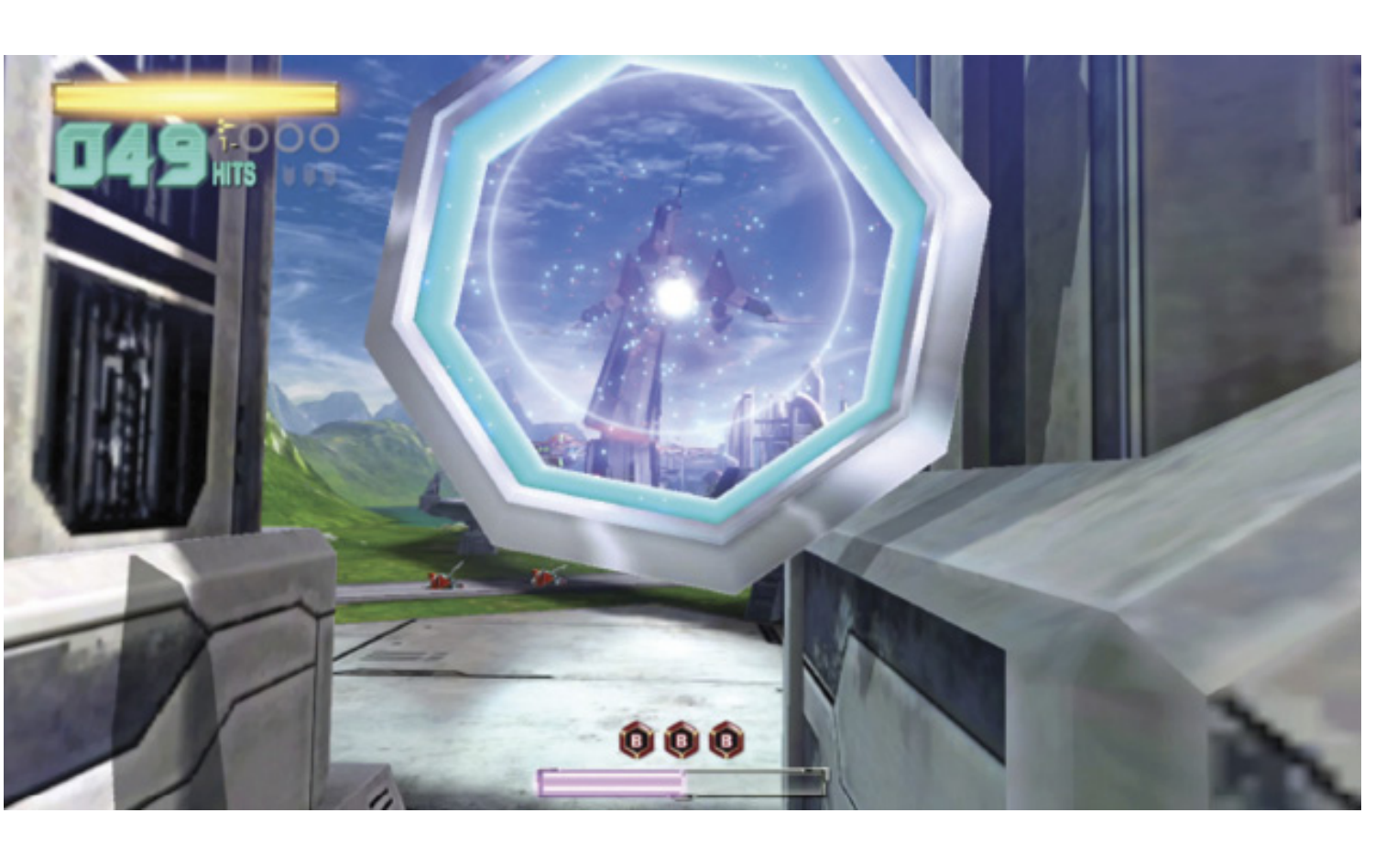


2 Arriving in the city, you'll be flying quickly around buildings and raised roadways, so take care not to smash into solid obstacles. Brake, tilt, and turn sharply as necessary to stay clear. Braking is also very useful to give yourself more time to take out as many of Andross's forces as possible. You can't just fly slowly the whole time though, since braking drains boost meter (which is shared with boosting, U-turns, and somersaults). Ration boost meter as a resource so you can use special maneuvers or alter your speed as needed.

You'll get your first taste of Andross's significant artillery with a trio of Venom Tanks rolling down a Cornerian highway. Shortly after, watch out for Dragon I and II fighters approaching near a square arch, some flying under it toward you and another couple coming in from the left. Volleys of laser fire and charge shots will dispatch both groups.

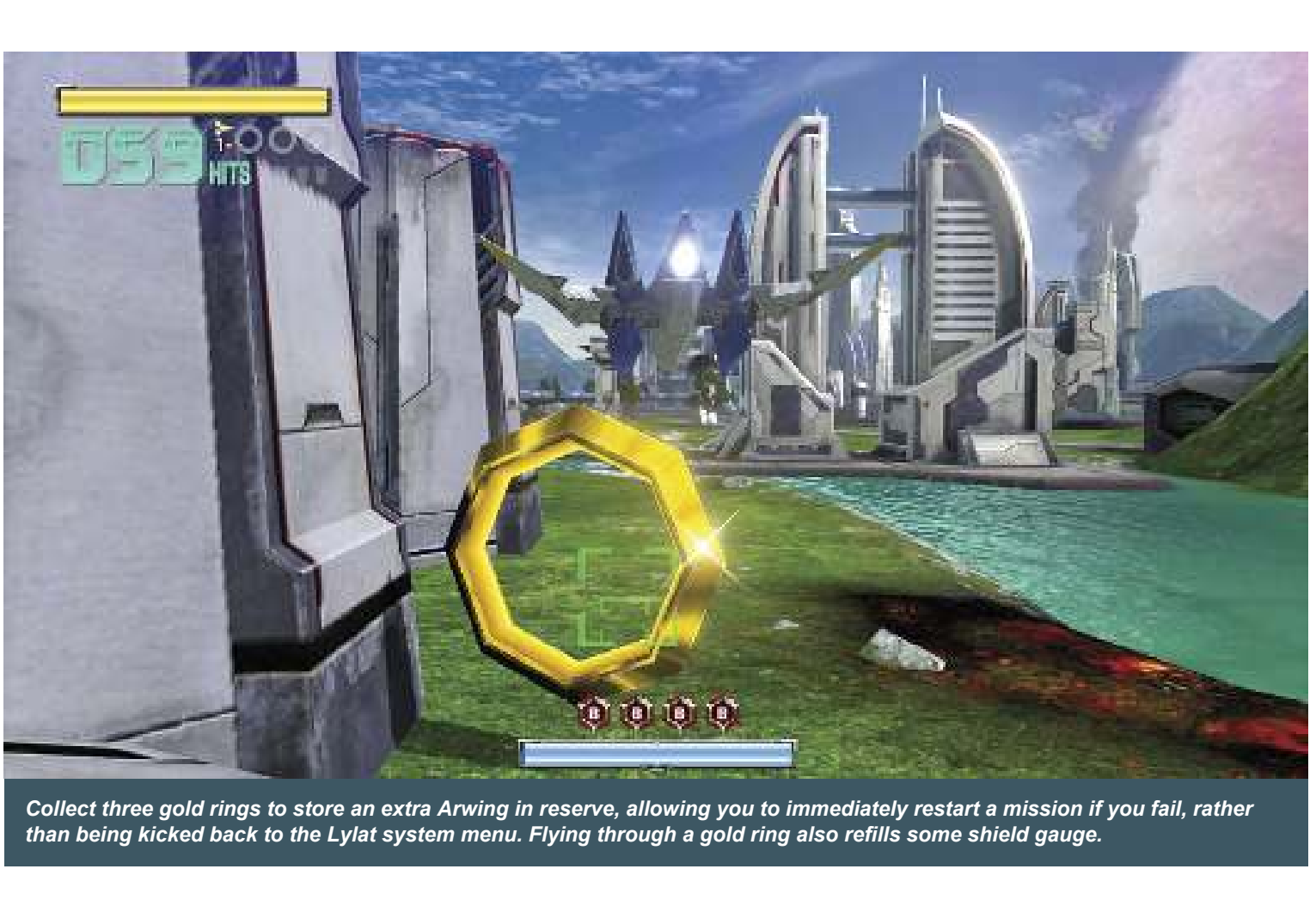
047
HITS
A ring! Grab it if you need to refill your shield gauge.

Just past the arch, another arch supports a doorway that you can open with laser fire. Just past this doorway arch, find your first laser upgrade pickup. From the starting single laser, a laser upgrade activates twin lasers. With twin lasers active, getting another laser upgrade activates hyper lasers, which glow blue and deal extra damage. Hyper lasers also allow multi-target fire by locking on to two targets at once for dual charge shots. Hyper lasers are deactivated and twin lasers come back on if the Arwing sustains two direct hits, so you'll only hold on to the powerful hyper laser with ace piloting.



Just ahead through the doorway arch, a couple Cornerian buildings have multiple pick-ups hovering between them. A green glowing turret opens fire, so dodge the incoming shots, take it out, and fly between the buildings to snare the pick-ups. The pick-ups are on the same vertical plane (the bomb pick-up higher than the silver ring), so use a somersault maneuver as you grab the silver ring to loop-the-loop and also snag the bomb. This won't be the last time you see pick-ups arrayed in this manner, so keep this slick maneuver in mind. Silver rings recharge your vehicle's shield gauge, keeping it in flying shape. Bombs increase your bombs in reserve, which are indicated just above the boost meter. You start each mission with three bombs and can store up to five at once. There's no reason to conserve bombs between missions, so remember to use them opportunistically against big groups of enemies and particularly strong targets.

3 Two Venom Tanks cross the road directly ahead, heading left-to-right, while three Venom Tanks and some light aircraft approach along the raised road. A Sawshark passing quickly overhead chews through several buildings here, causing their upper sections to topple over and to the right. Just under the path of the collapsing building tops, you can find your first gold ring.

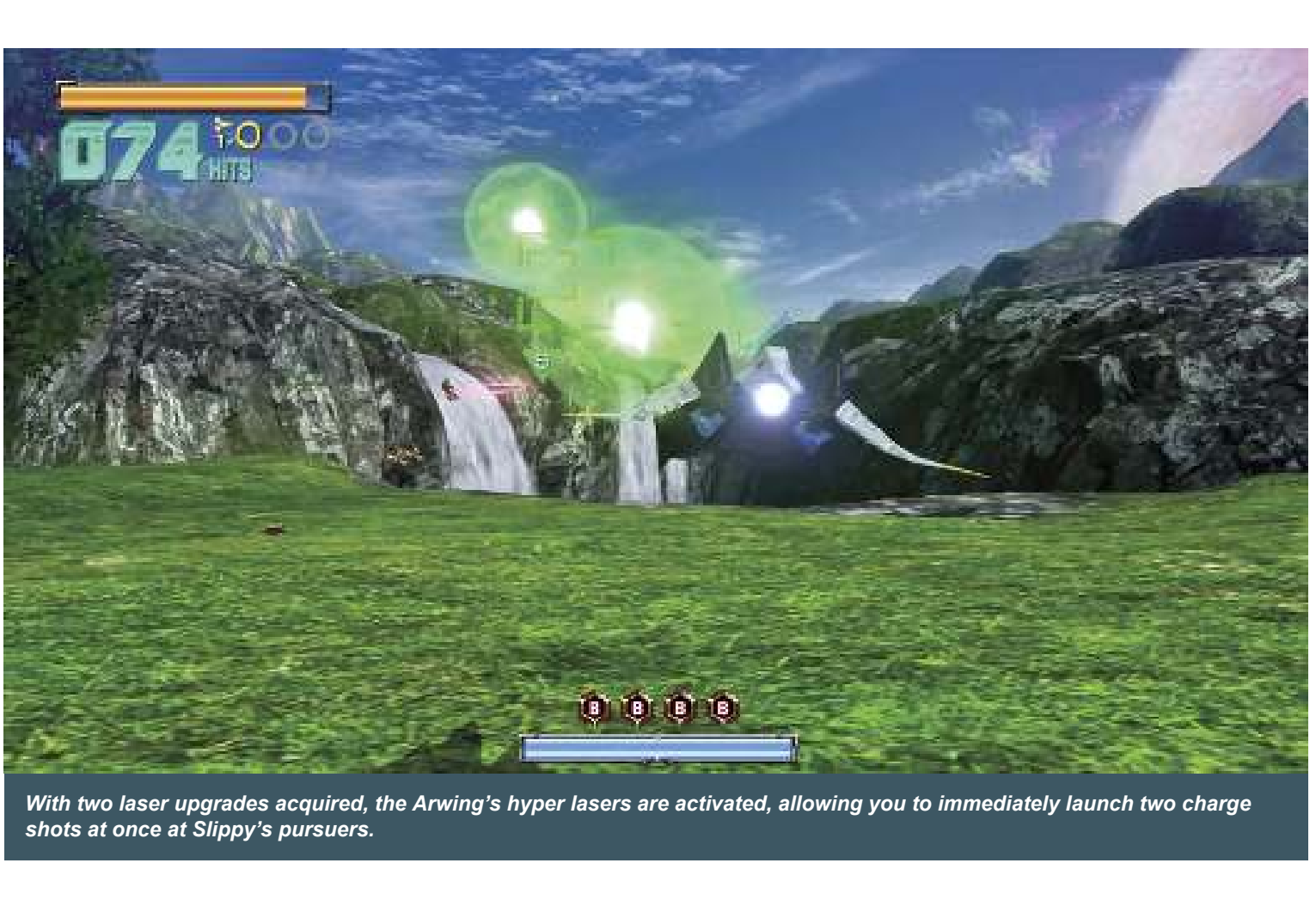


Collect three gold rings to store an extra Arwing in reserve, allowing you to immediately restart a mission if you fail, rather than being kicked back to the Lylat system menu. Flying through a gold ring also refills some shield gauge.

Ahead, along a dense urban stretch of Corneria City, you'll encounter several tank duos, and a trio of hovering Mambo II drones. All targets are close enough together to invite charge shots. If you'd like to take them out with carefully-aimed laser fire, use the brake to give yourself more time to draw a bead on this Androssian shooting gallery.

4 At the end of this stretch of the city, you'll find another doorway arch guarded sparsely by a few enemies. Again, shoot the doorway on approach to open it, revealing another laser upgrade and a deep canyon on the other side. Have a charge shot ready as you pilot the Arwing through the doorway, since Slippy Toad is being chased into the canyon ahead. Be sure to pick up the laser upgrade along the way.

074
HITS
Fox, help! I'm being chased!

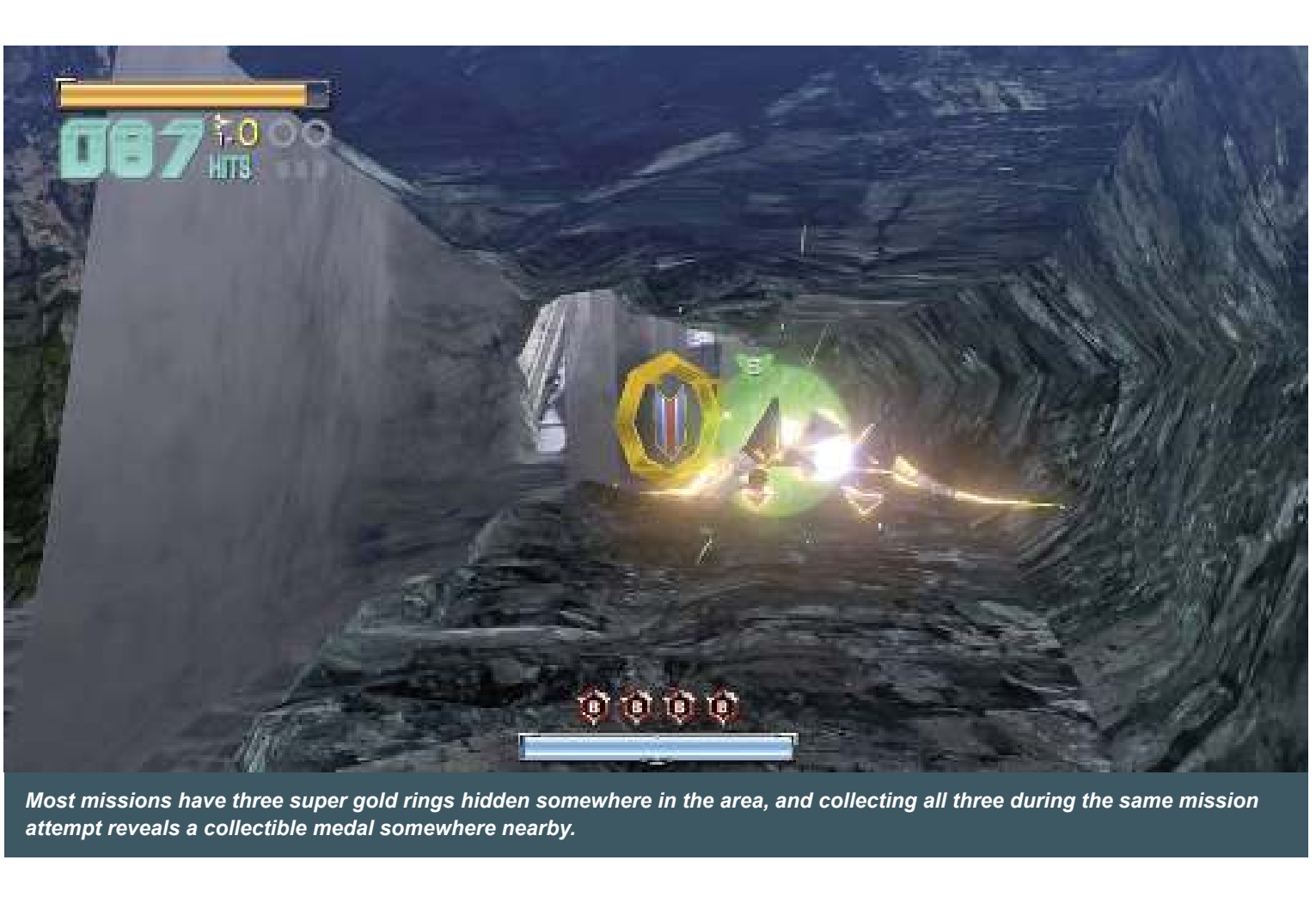


With two laser upgrades acquired, the Arwing's hyper lasers are activated, allowing you to immediately launch two charge shots at once at Slippy's pursuers.

Shoot them down while heading into the canyon to save Fox's wingmate. Apart from teamwork, loyalty, and friendship, you also have a performance incentive behind saving friends from having to retreat: wingmates who stick around till the end of a mission will add to your overall hit total, helping you earn medals and set score records.

Descend into the canyon, taking care to avoid slamming into the sheer rock walls. Enemy turrets can be targeted along the canyon walls on both sides on the way down. Along the bottom, underneath a rock bridge, you'll find groups of Mambo II, Dragon I, and Dragon II units.

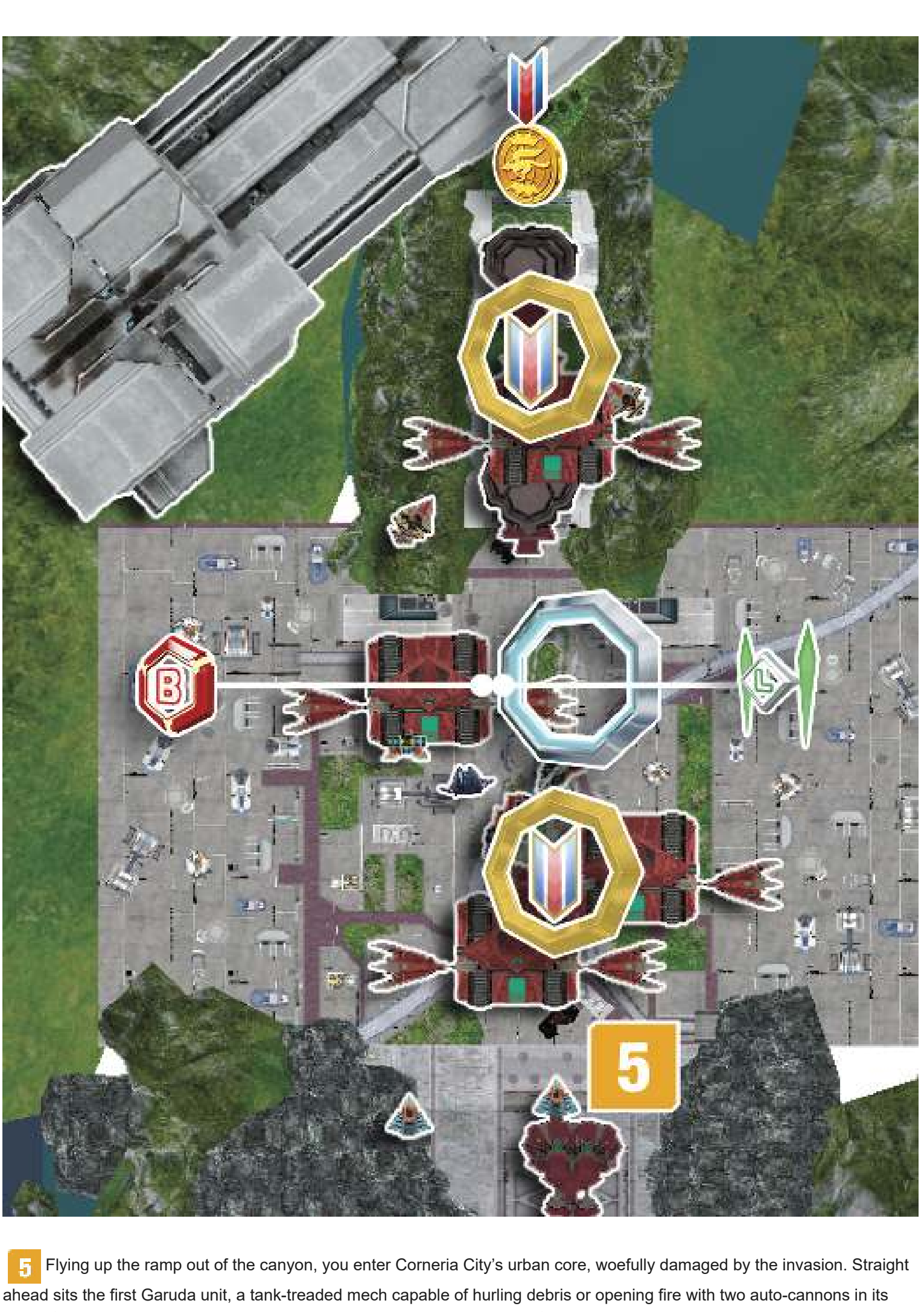
086
HITS
HIT+ 1



Most missions have three super gold rings hidden somewhere in the area, and collecting all three during the same mission attempt reveals a collectible medal somewhere nearby.

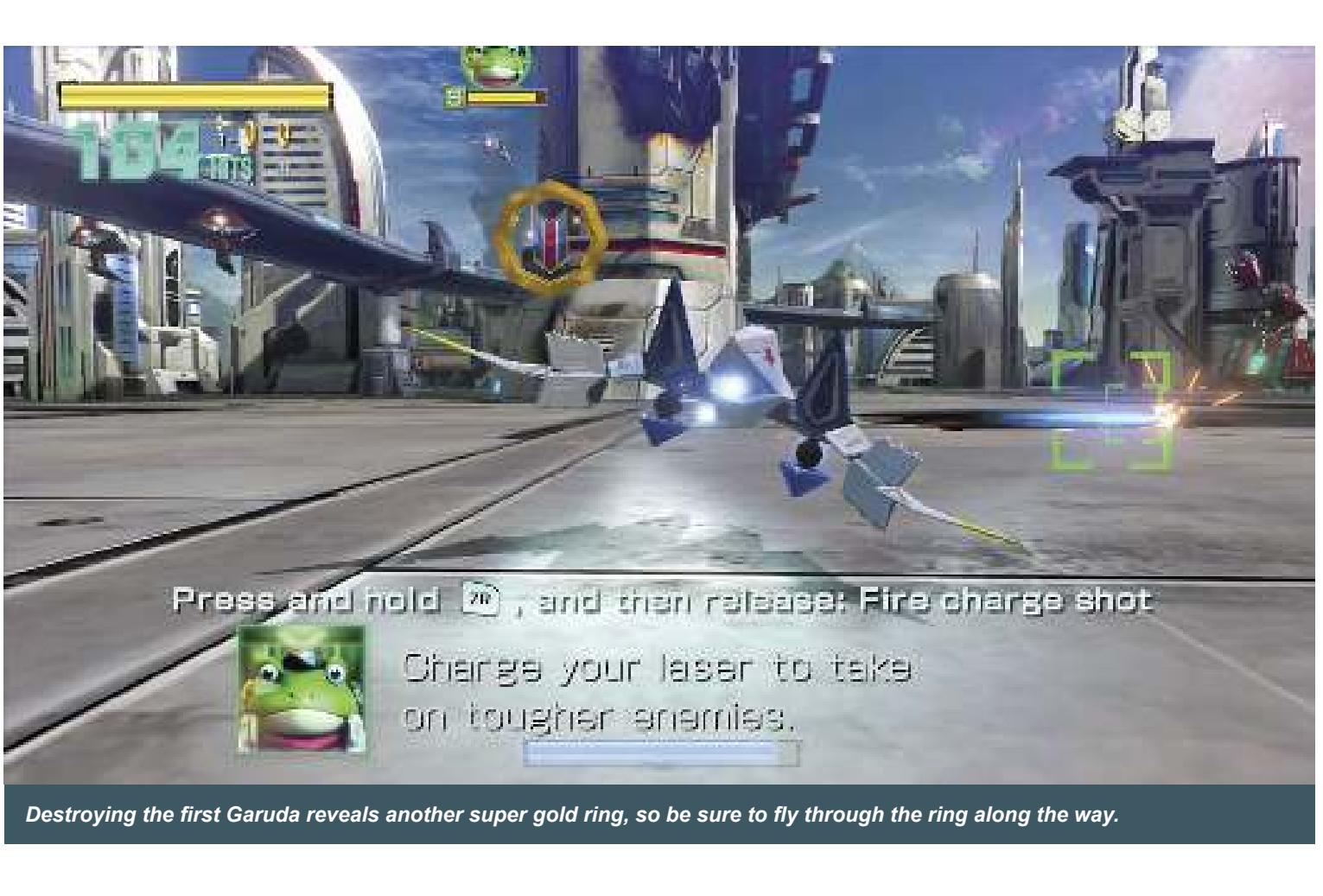
Brake at the bottom and take note of the waterfall ahead, where the canyon rock curls in behind the waterfall. Fly slowly through the waterfall near this gap and you'll enter a secret cave, revealing the first super gold ring. Super gold rings may simply be tucked away somewhere, like in this waterfall cave, or they may be revealed by destroying certain enemy units or fulfilling some other condition. Super gold rings refill the shield gauge and contribute a gold ring toward a spare Arwing fighter, and finding three super gold rings in the same stage attempt reveals a medal pick-up.

Whether you fly through the waterfall cave or curl around the canyon to the left, you'll approach a ramp leading out of the canyon and back into the city. Green turrets are grouped in several places ahead, two above and to the left on the rocks, another trio to the right on the rocks, and three ahead on the ramp. Brake if necessary for enough lock-on time to blast them with charge shots, and clean up remaining turrets with laser fire.



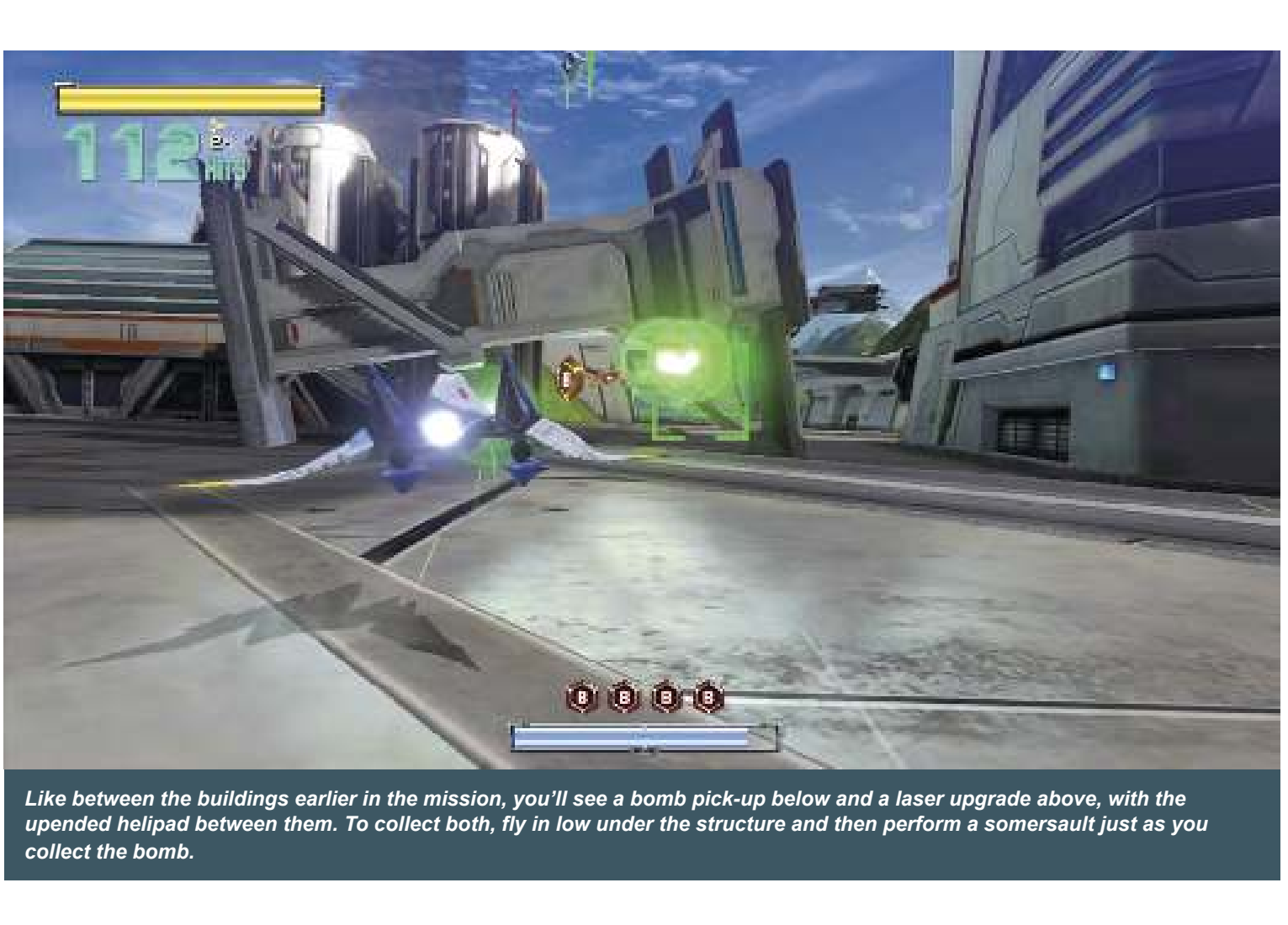
5 Flying up the ramp out of the canyon, you enter Corneria City's urban core, woefully damaged by the invasion. Straight ahead sits the first Garuda unit, a tank-treaded mech capable of hurling debris or opening fire with two auto-cannons in its arms. Garuda mechs are well-armored and a bit resistant to regular laser fire, so lock on and dispatch them quickly with charge shots. If you don't destroy it quickly, the Garuda here will hurl a dangerous piece of debris that must be dodged.

100
HITS
Press and hold ZR, and then release: Fire charge shot
Charge your laser


104
HITS
Press and hold ZR, and then release: Fire charge shot
Charge your laser to take on tougher enemies.

Destroying the first Garuda reveals another super gold ring, so be sure to fly through the ring along the way.

A building in the middle, behind the Garuda's super gold ring, forces you to choose a path. Dragon I units buzz past on the left, while another Garuda on the right topples over a raised helipad. This structure becomes an obstacle once toppled. Ahead and on the left, another Garuda topples another helipad, which a duo of Dragon II fighters then zips under.



Like between the buildings earlier in the mission, you'll see a bomb pick-up below and a laser upgrade above, with the upended helipad between them. To collect both, fly in low under the structure and then perform a somersault just as you collect the bomb.

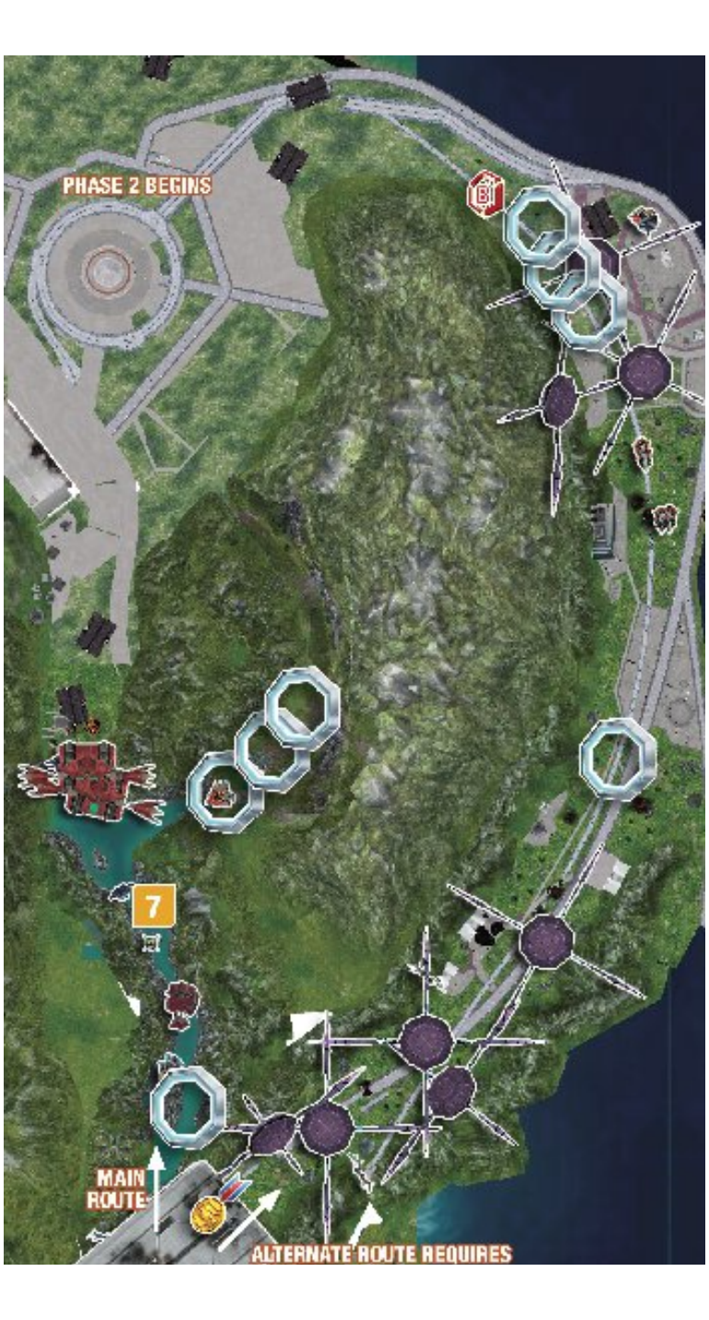
A covered structure built into the hills ahead has another debris-hurling Garuda on top and several green turrets on the underside. Brake while targeting on the approach for time to dispatch all the targets before you commit to flying above or below the first covering.

At the gap, Venom Fighter II craft fly overhead while three Venom Tanks are on the ground below. Slow down to collect the super gold ring found at the center of the gap here, before again flying either above or below the second overhead covering. Right after the covered structures, if you collected all three super gold rings, a collectible medal will appear in midair before a big valley.

134
HITS
We're taking the coastline. Keep up if you can!

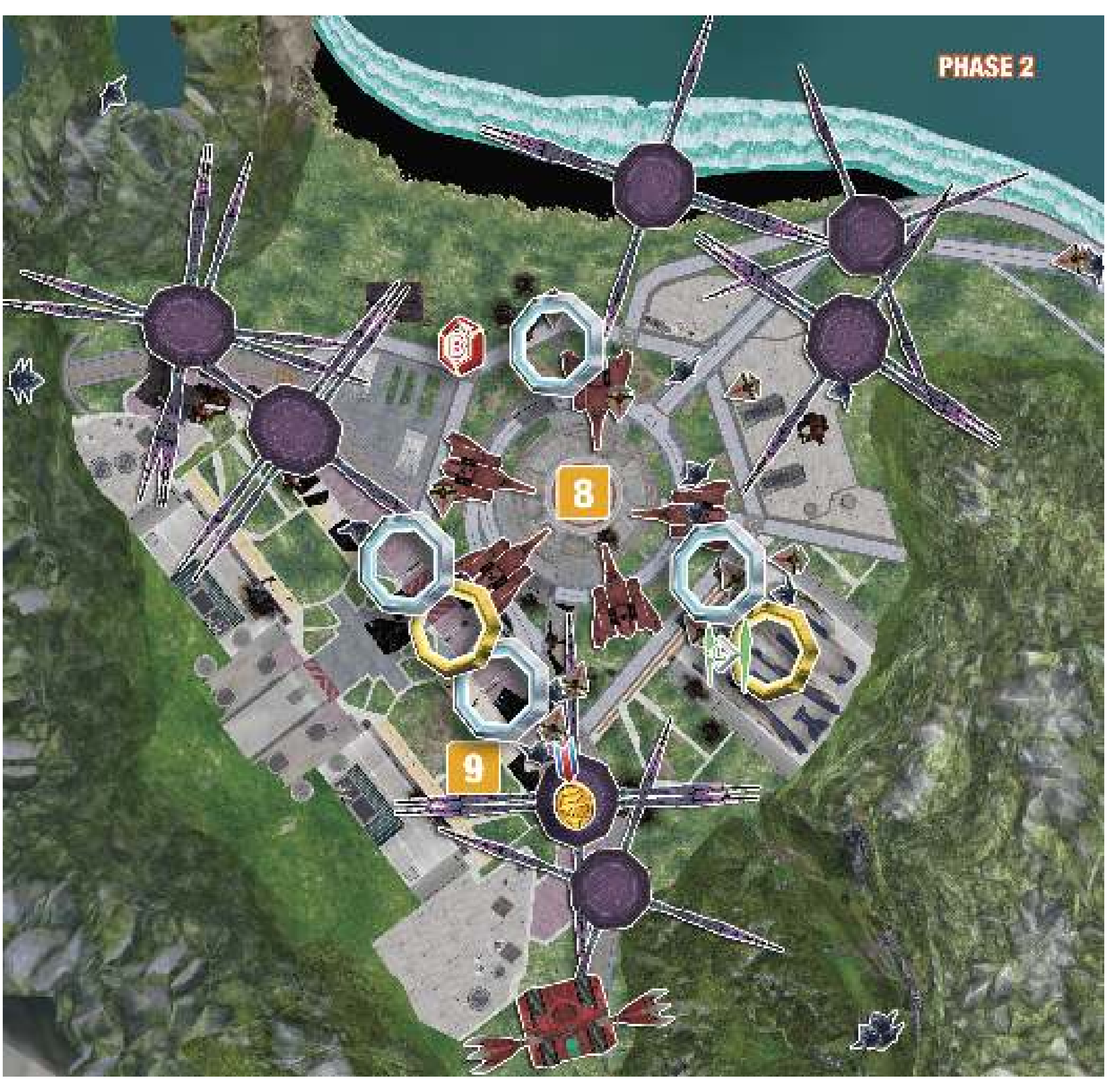
Collect medals to gauge overall completion progress, and to unlock more Training missions.

6 Amid the trees below (which can be destroyed by laser fire), several Venom Tanks trudge forward. Overhead, a Cornerian soldier pilots an evacuating civilian transport toward the coastline. Toward where the valley tapers, a squadron of Butterfly Fighters will descend to attack near a conspicuous, closed metal door inset in the hill. More Butterfly Fighters and green turrets are found in the rocky opening ahead. Slalom through without hitting the walls, avoiding any incoming turret or Butterfly Fighter projectiles, and keep a lock-on ready to get the jump on upcoming targets.

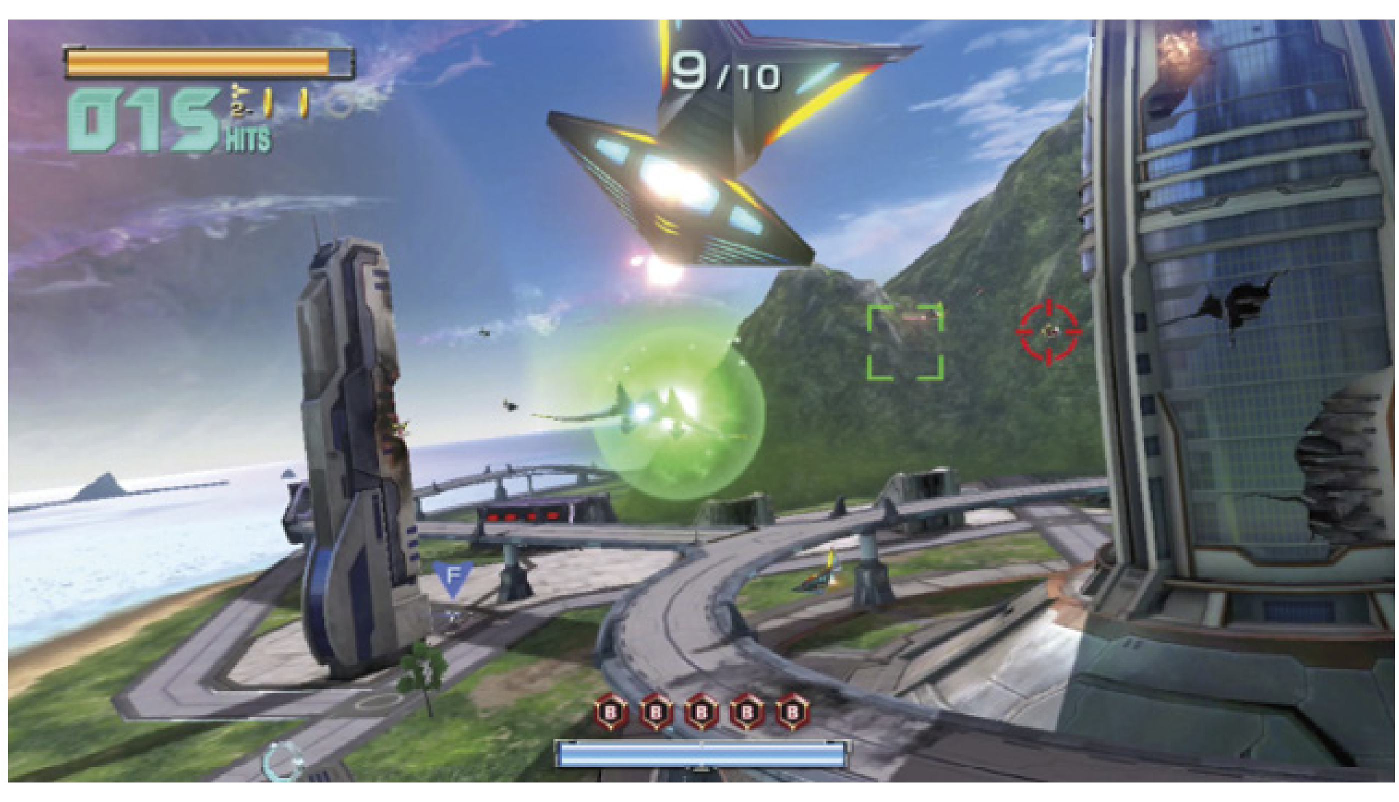


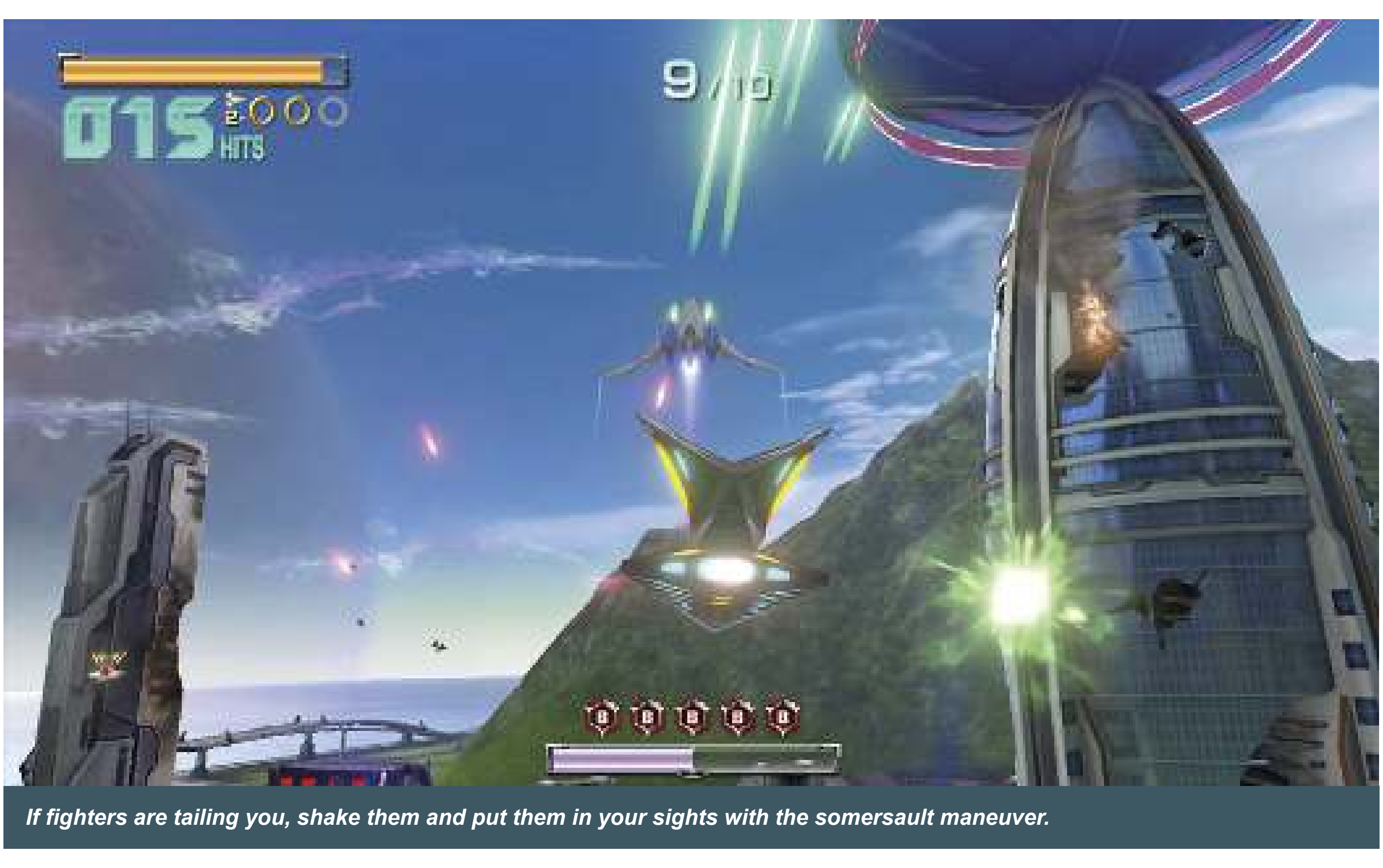
Corneria - Enter Star Fox!

Phase 2: Protect General Pepper



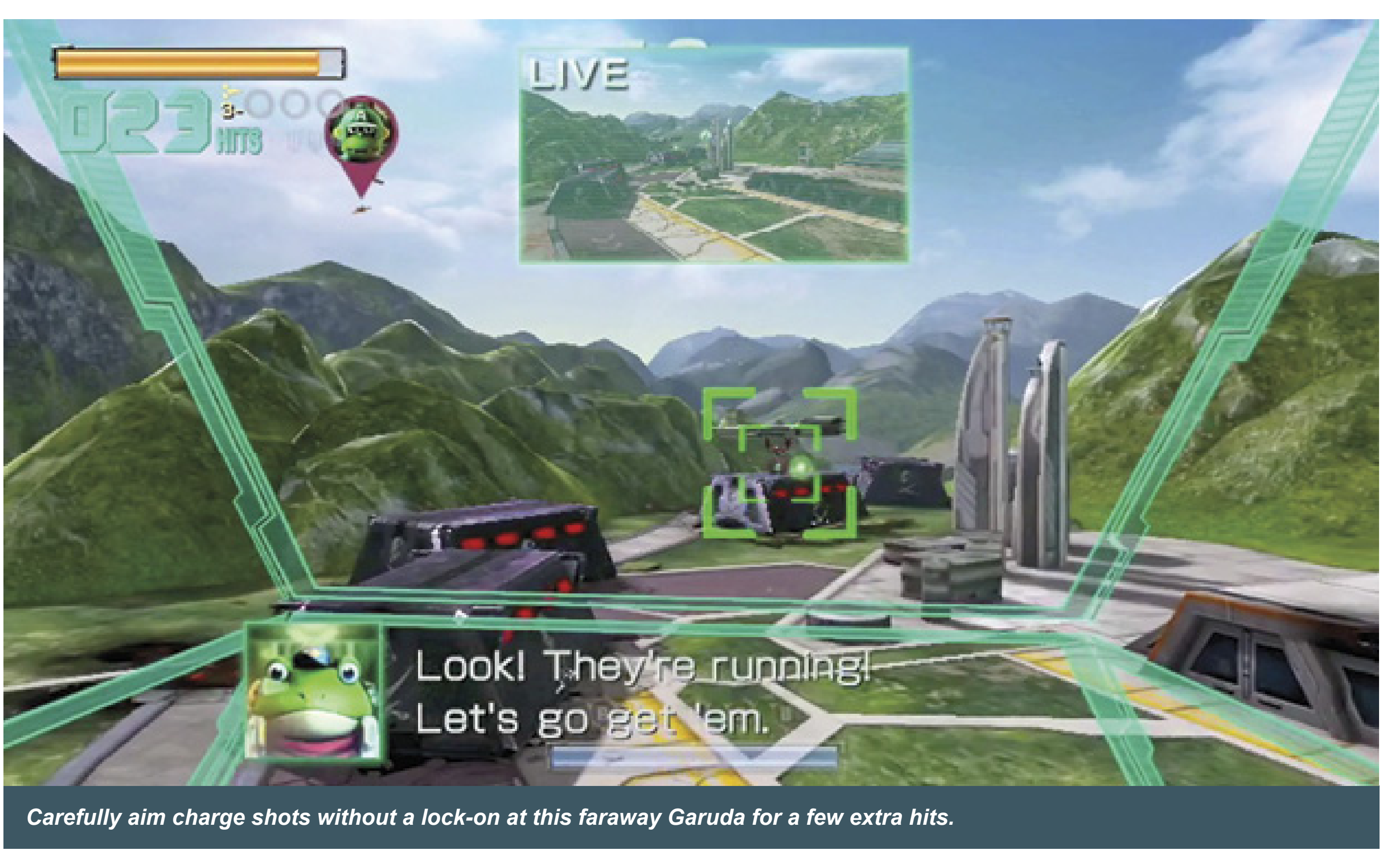
8 As Slippy aptly puts it, the tower's in bad shape, under assault from land, air, and sea. In order to defend General Pepper and his staff, Fox orders the squadron to switch to all-range mode, allowing for free flight around the tower. Dragon II and Venom Fighter II units swirl around the tower overhead, and heavy red tanks control the ground. The tanks here are even equipped with sluggish flying capabilities and are very sturdy compared to the lighter Venom Tanks found before. Use multiple charge shots or a couple seconds of concentrated laser fire to bring them down.





If fighters are tailing you, shake them and put them in your sights with the somersault maneuver.

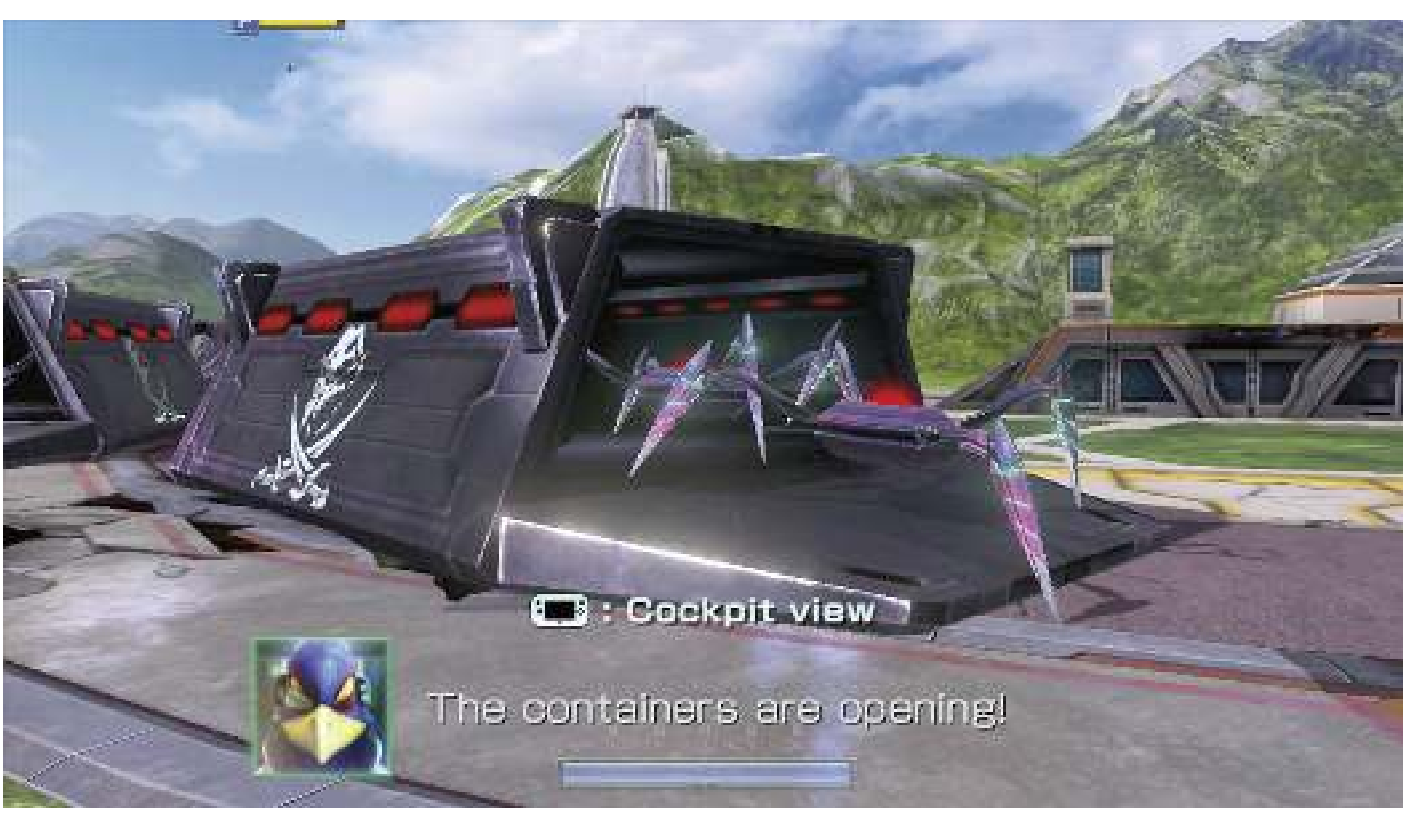
Take note of other surroundings in this battlefield. Several squat, nondescript buildings surround General Pepper's tower, but also some worth mentioning. More ominous dark containers are present, clearly not part of the area's usual décor. Shoreside, just above some of the lowest-slung buildings, you'll find bomb and silver ring pickups. More rings, including a gold one, are under arches on the side opposite the ocean. Besides the tower, the most prominent local structure is the building at the foot of a nearby mountain, which contains hallways you can enter, revealing another laser upgrade and a gold ring.



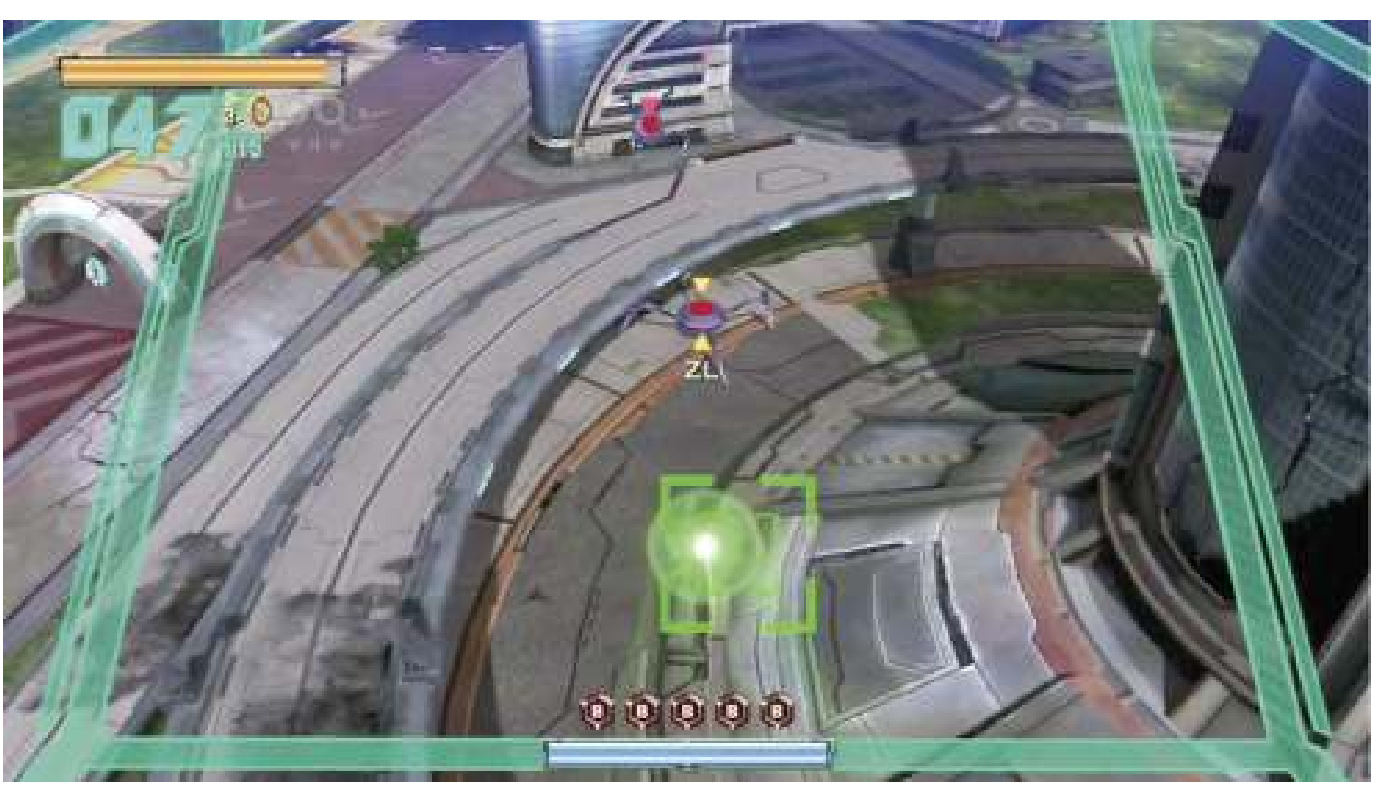
Carefully aim charge shots without a lock-on at this faraway Garuda for a few extra hits.

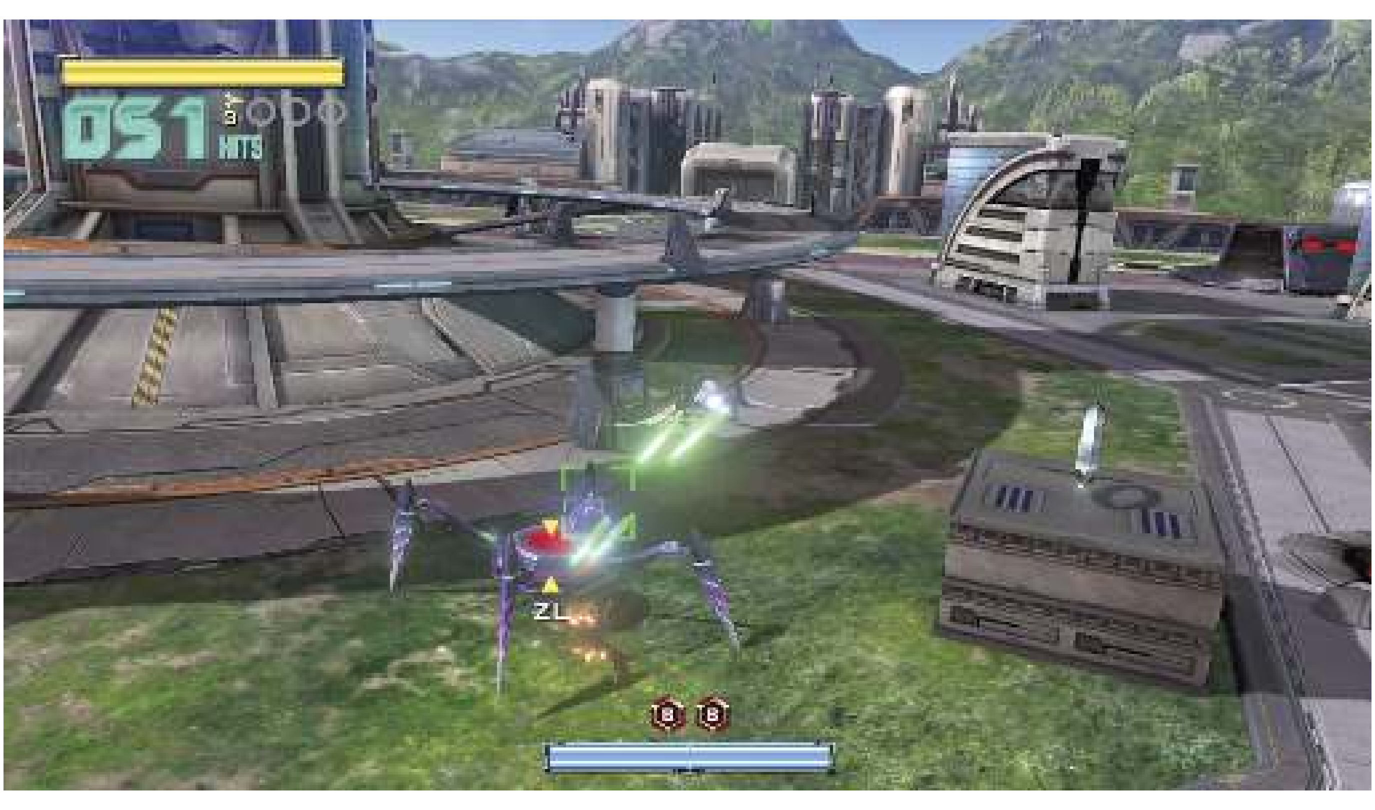
Your objective is to shoot down 10 of the assaulting craft. This can be accomplished quickly by flying circles around the tower and taking down whatever targets obligingly fly in front of your aiming reticle. Once 10 bogeys are scrubbed, Andross's forces begin to retreat. Keep shooting down fleeing units to increase your hit score.

9 Once the air forces have cleared out, the dark containers begin to open, revealing their dangerous cargo: swarms of Strider bots, which begin scampering toward the tower. If any of them succeed in climbing all the way up the tower to its control deck, the mission is a failure.



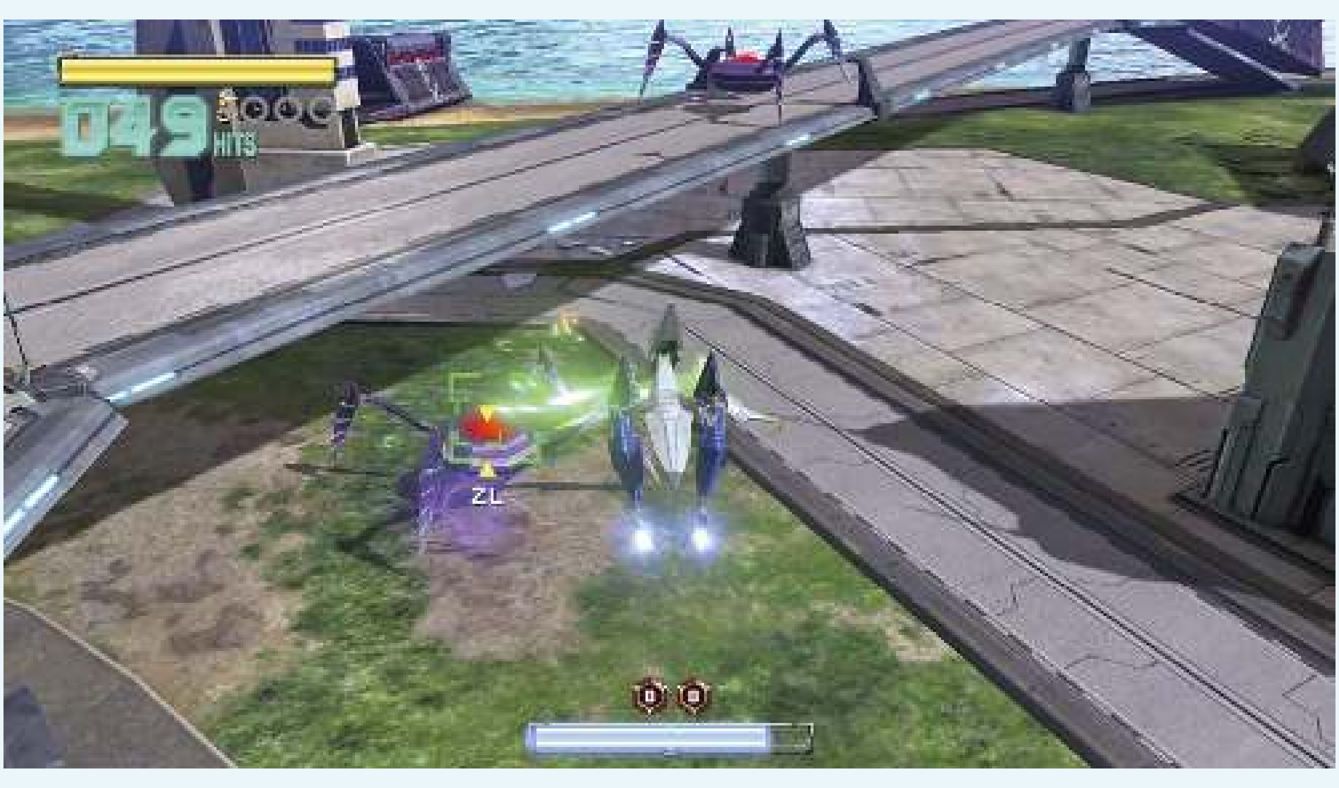
Use cockpit view to aim at the glowing red weak points of Striders while flying overhead. The first groups of Striders emerge from the dark containers on the side of the tower opposite the sea. As you dispatch these spider walkers, more emerge from containers along the shore. With laser fire or charge shots, you must strike the red vulnerable spot on Striders' central bodies in order to do any damage, but bombs will destroy Striders if they hit anywhere nearby. Keep this in mind if you see Striders grouping up and want to make things easier on yourself. Once the Striders are all destroyed, the tower is seemingly safeguarded.





STEALING THE STRIDERS' MEDAL

When you return to Corneria having unlocked Walker mode, you can approach certain things a little differently. During a linear, fast-paced section like the approach toward the tower, the Arwing tends to remain an overall stronger choice. But in all-range mode land-and-air battles like during Phase 2, the Walker can shine. You can use its hover function in bursts to stay more or less stationary in midair, using the Walker form as a floating turret.



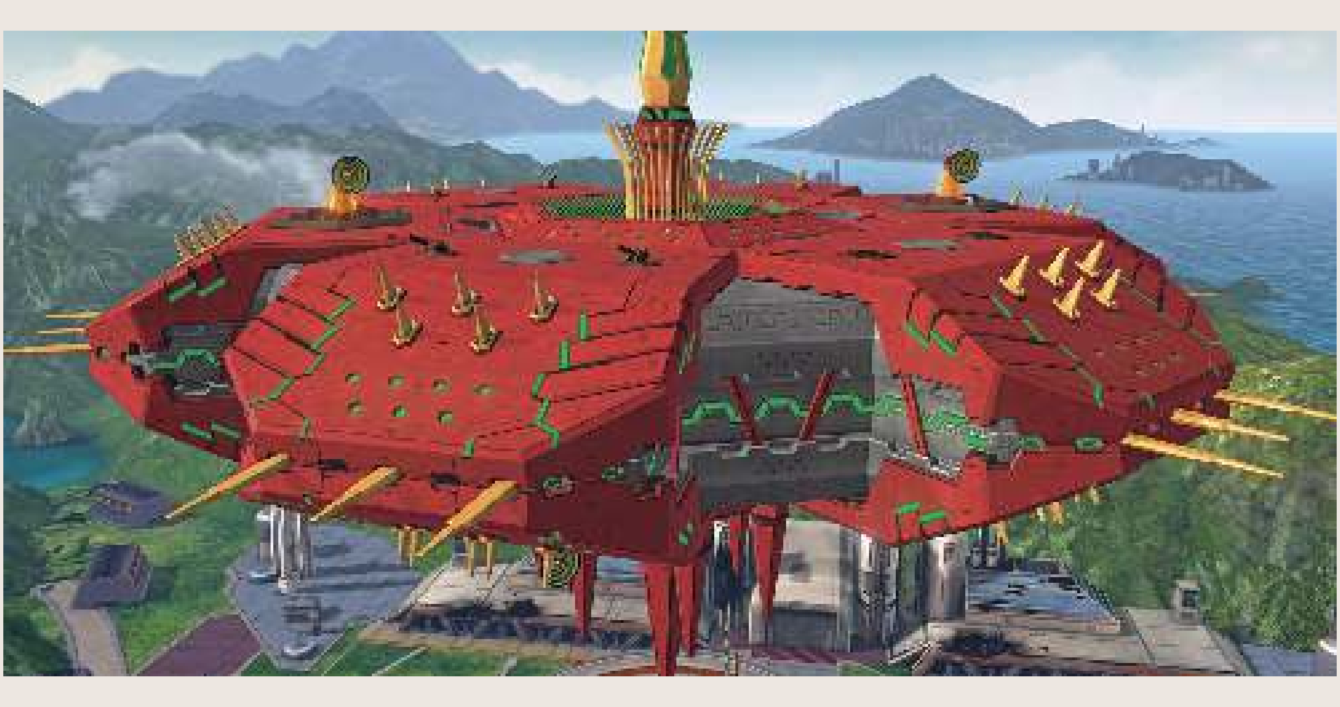
This is one way to easily hover above Strider groups and aim downward at their weak spots, for example. The Walker also allows you to get down on the ground and explore the black crates the Striders were shipped in. The container closest to the archways reveals a medal when you explore the interior.

Corneria - Enter Star Fox!

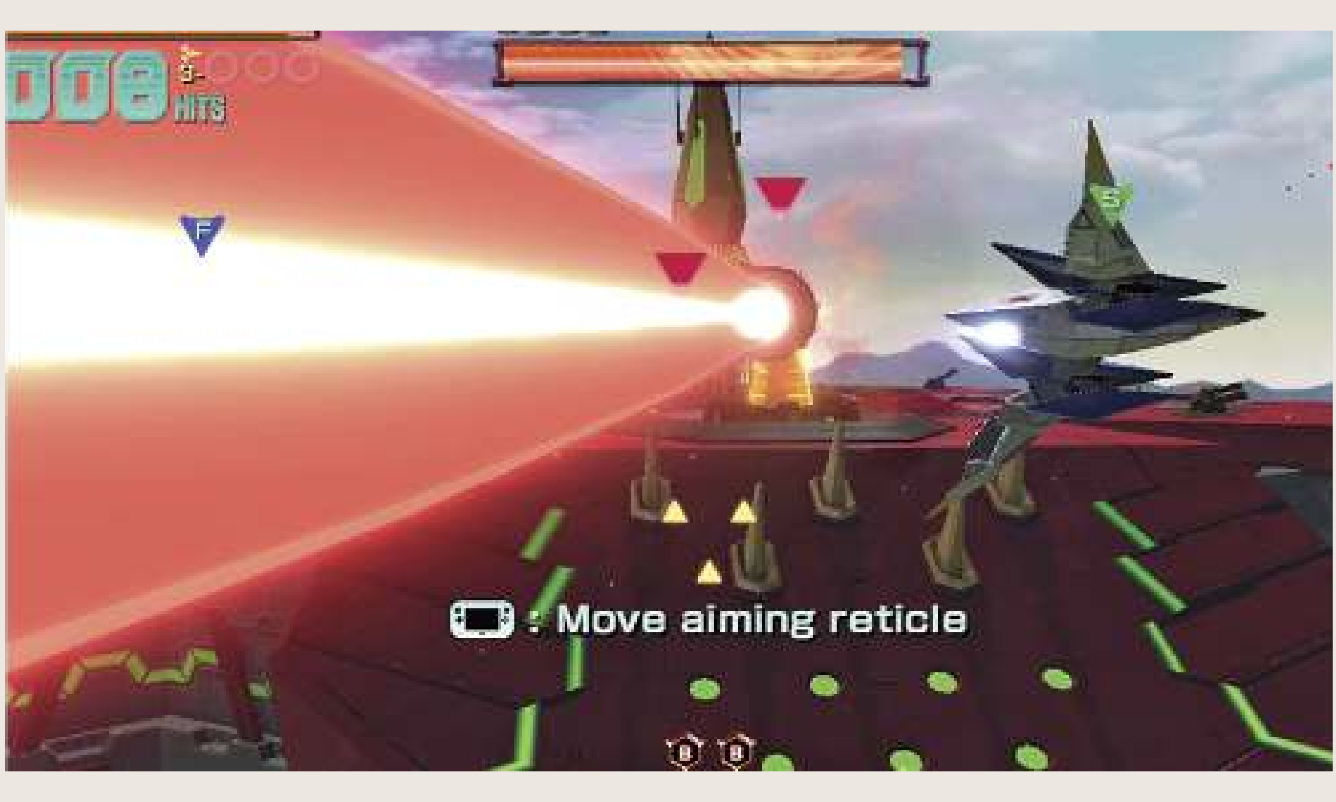
Phase 3: Androsa Attacks

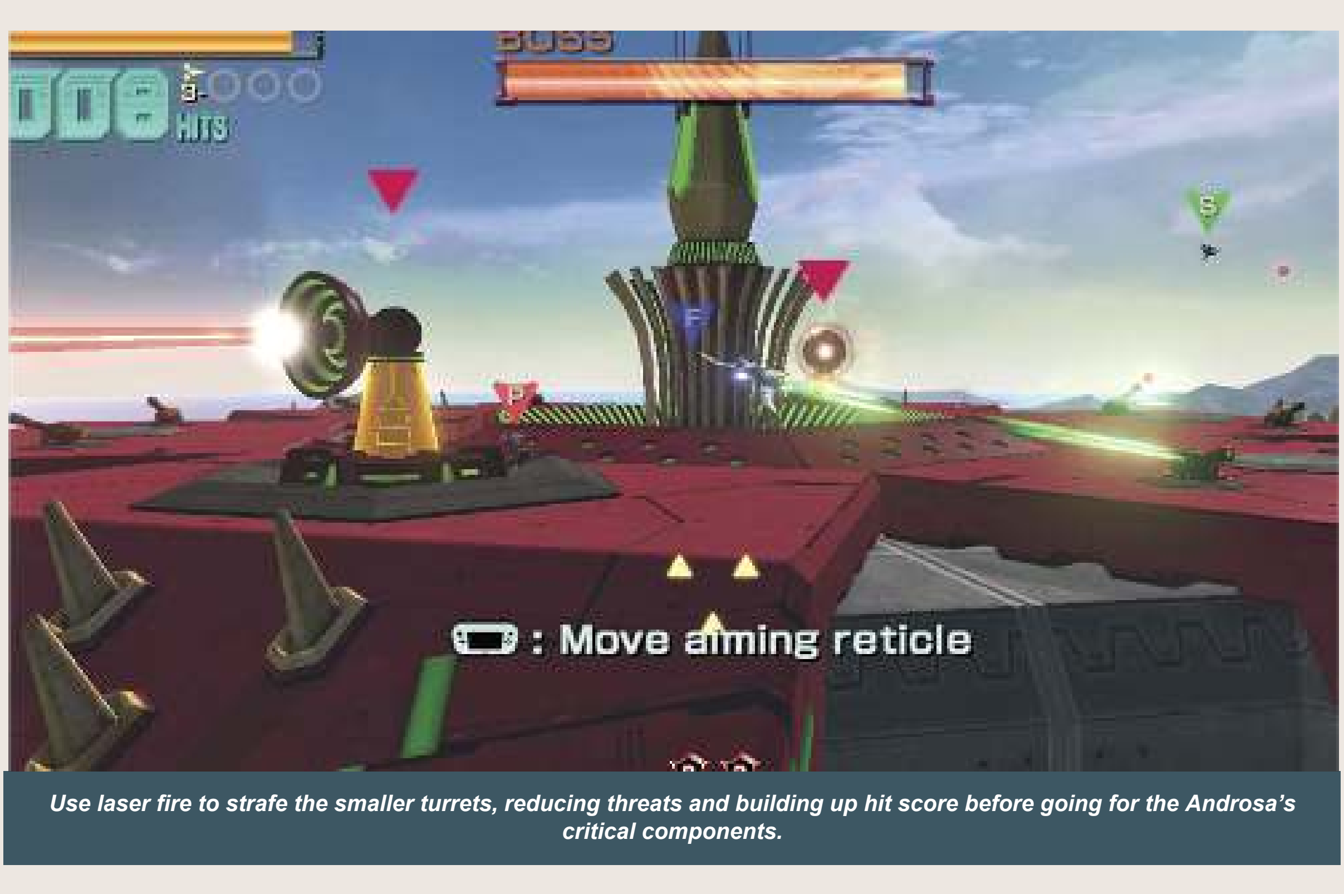
CAUTION

The tower seemed safeguarded, until an enormous enemy battle station descended from the sky and settled right above it!



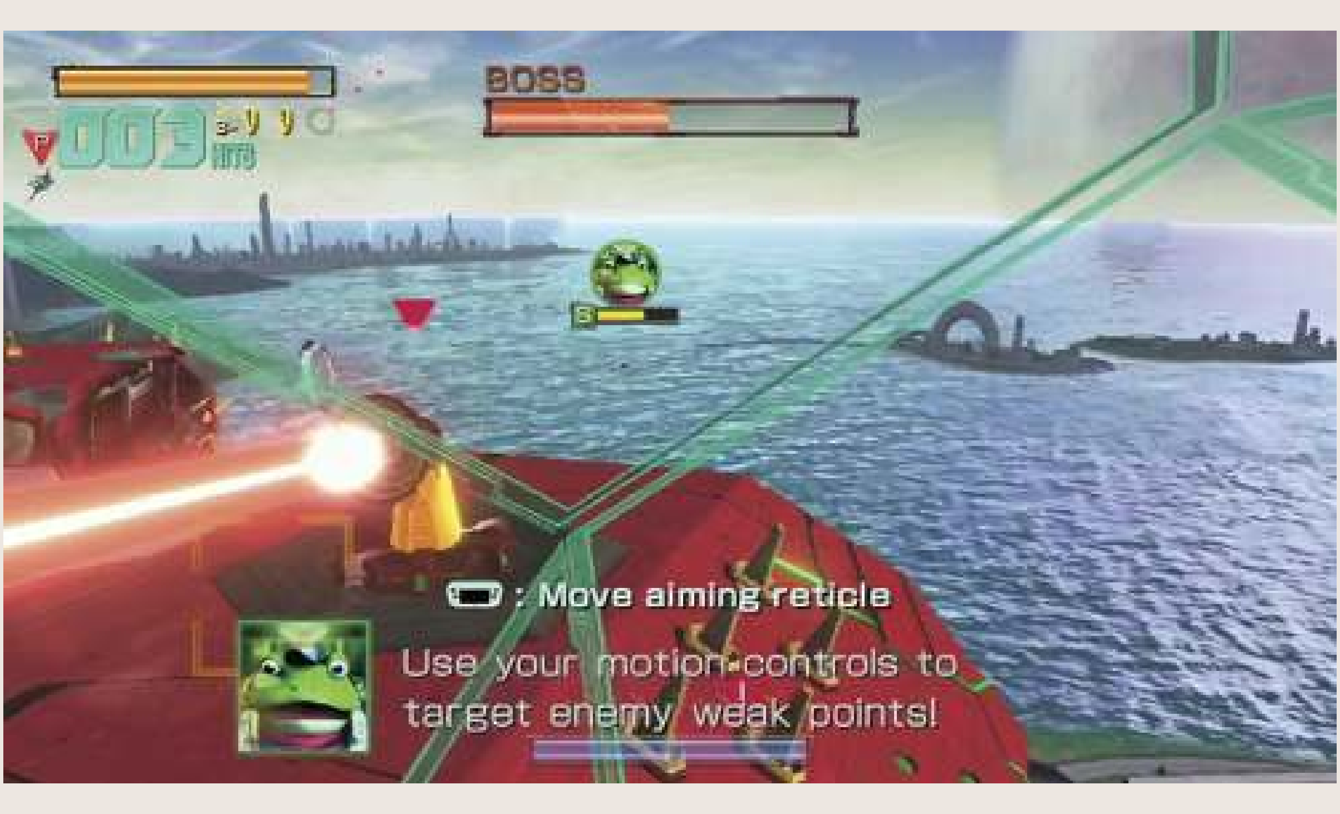
The Androsa is bristling with varied defenses on both its roof and underbelly. Each side has eight turrets and two extra-powerful laser cannons that look like radar dishes. The turrets fire projectiles normally, but the dishes track the Arwing for several seconds before unleashing a giant, sizzling heat beam. During this boss battle, the third-person view pulls back to show the Arwing's position relative to the Androsa station, to help you dodge these deadly heat beams. Use cockpit view if you want to see what's in front of the Arwing, and to aim at turrets and laser dishes.



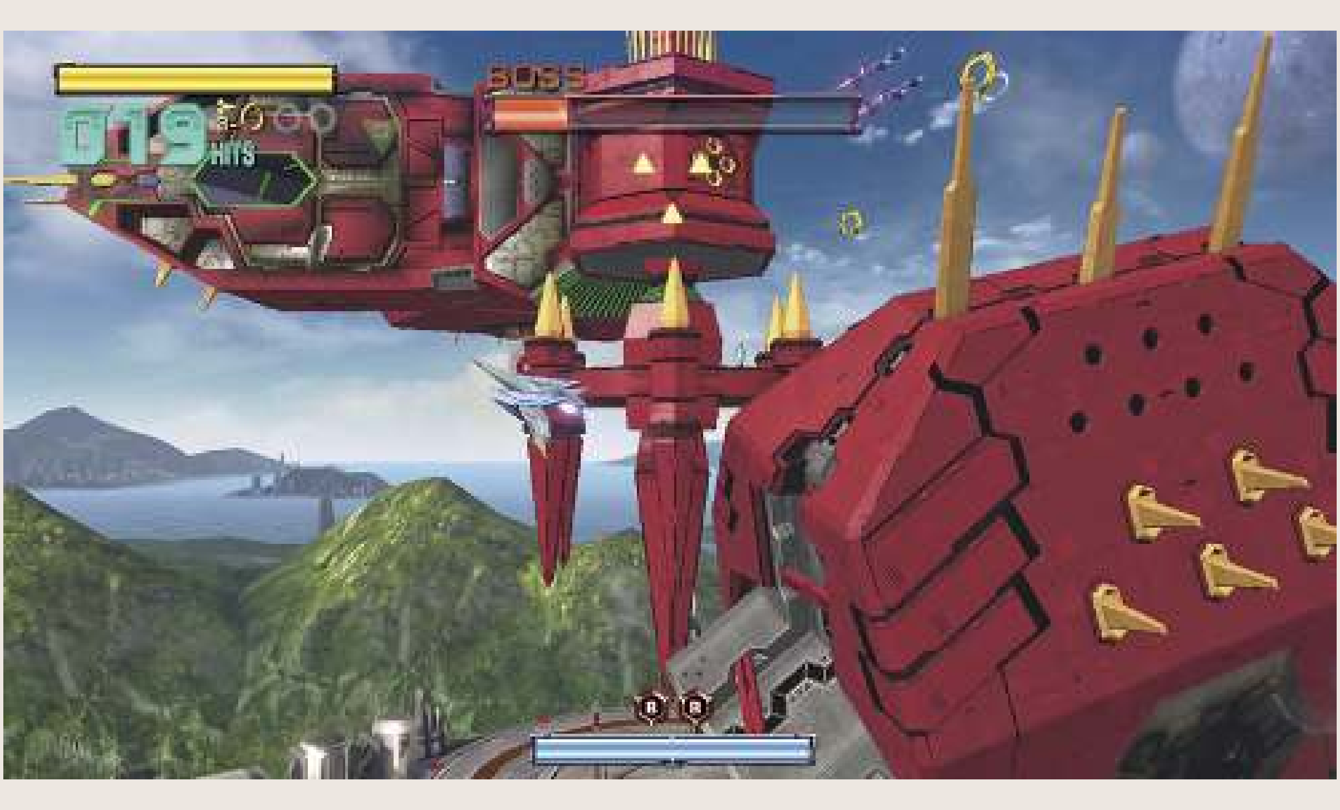


Use laser fire to strafe the smaller turrets, reducing threats and building up hit score before going for the Androsa's critical components.

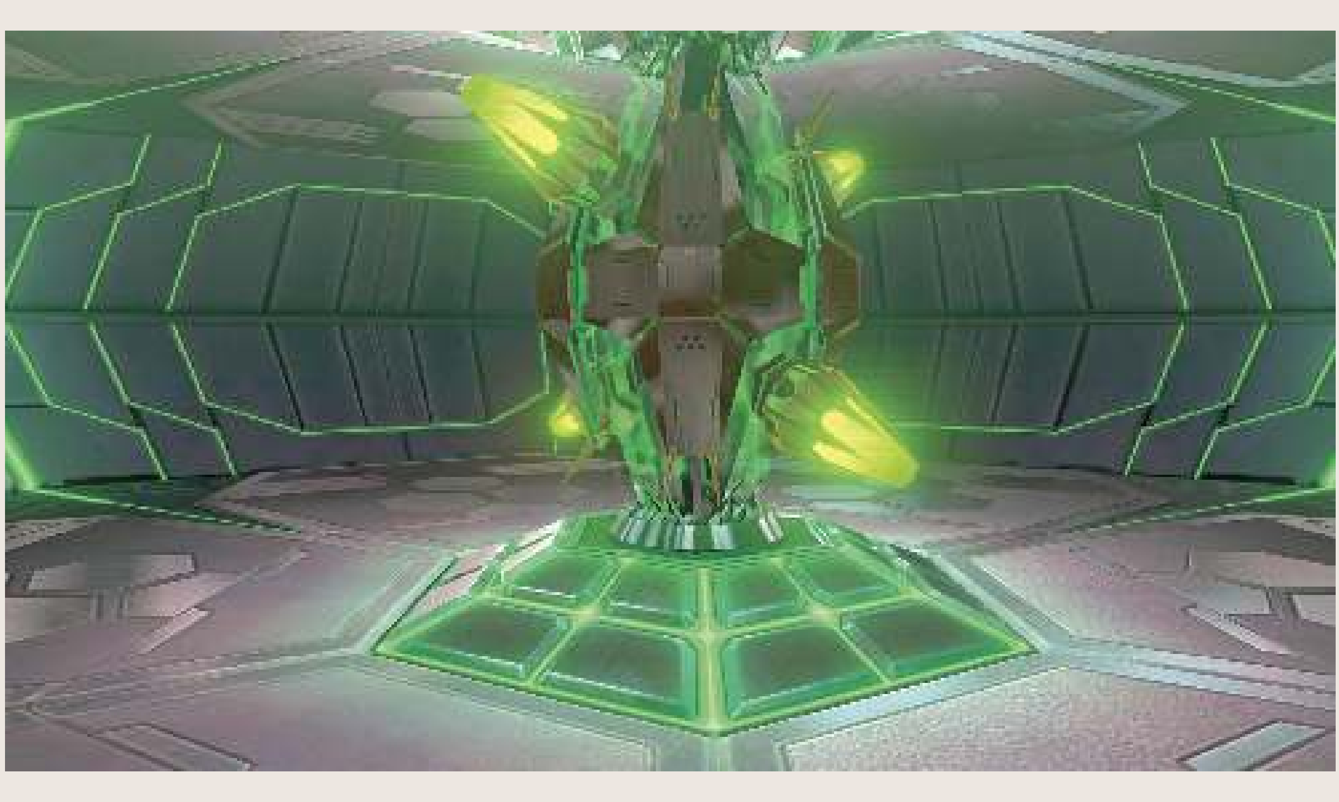
Each dish is tied to a vulnerable quadrant of the station. Destroying a dish causes that section to break up and fall away from Androsa. If you have bombs handy, they'll easily destroy any target on the station. Otherwise, dishes are sturdy for stationary defenses, and require a few seconds of laser fire to break. Thanks to motion control aiming, you can fly around a dish at an angle, causing its beams to miss the Arwing, while you're still able to swing your aim wide and pepper it with shots. Getting comfortable turning and tracking a target that's almost at a right angle to the ship will be extra valuable later; these dishes just sit in one place, but some targets may prove even more maneuverable than the Arwing itself…

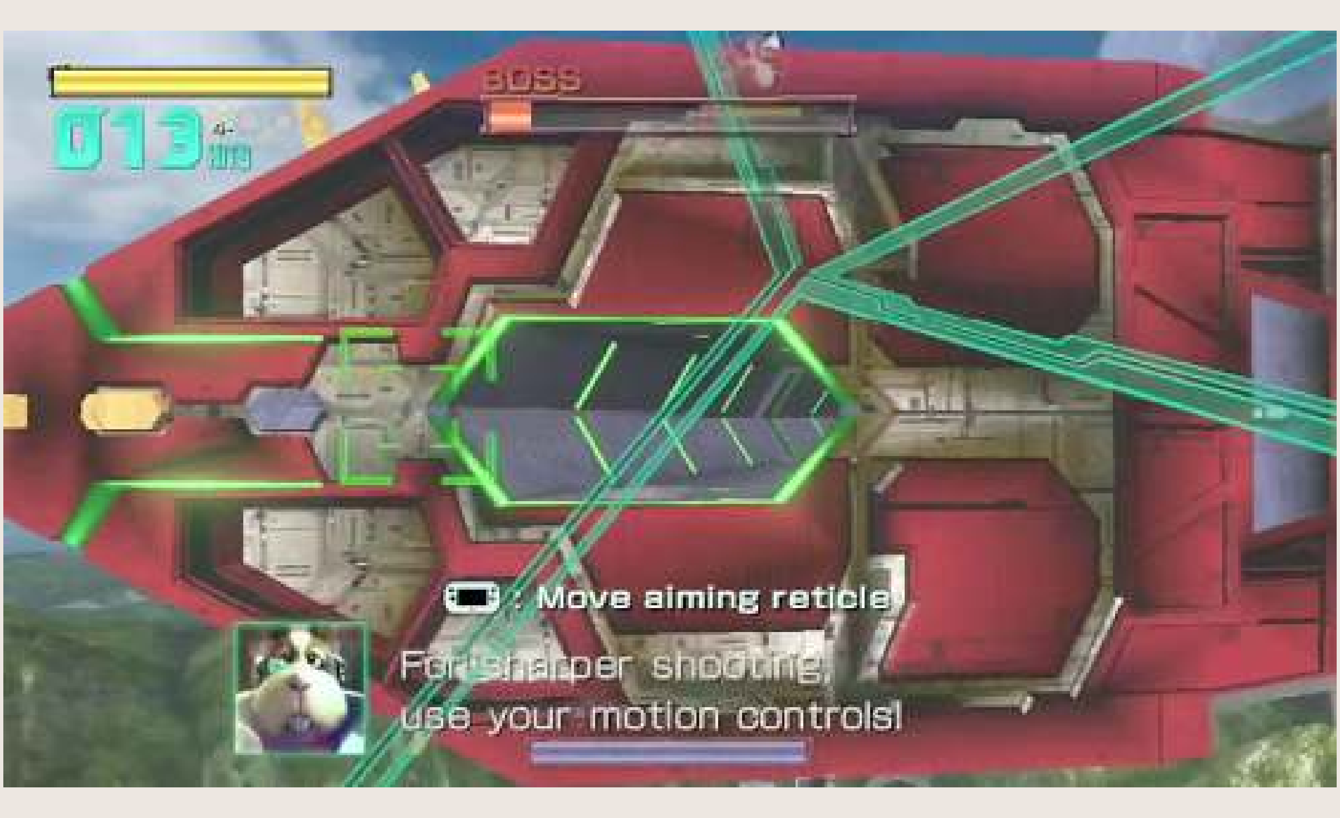


If you're flying underneath the Androsa and destroy a dish, watch out for the section that breaks off, since it can damage the Arwing on contact. If you're destroying dishes from above Androsa, there's nothing to worry about. Destroyed sections of Androsa leave gold rings behind, but also reveal rocket tubes that send homing missiles after the Arwing. Homing missiles travel slowly, so you can usually just outmaneuver them, destroying them with laser fire when you get a chance, or flying in such a way that the missiles actually hit parts of Androsa.

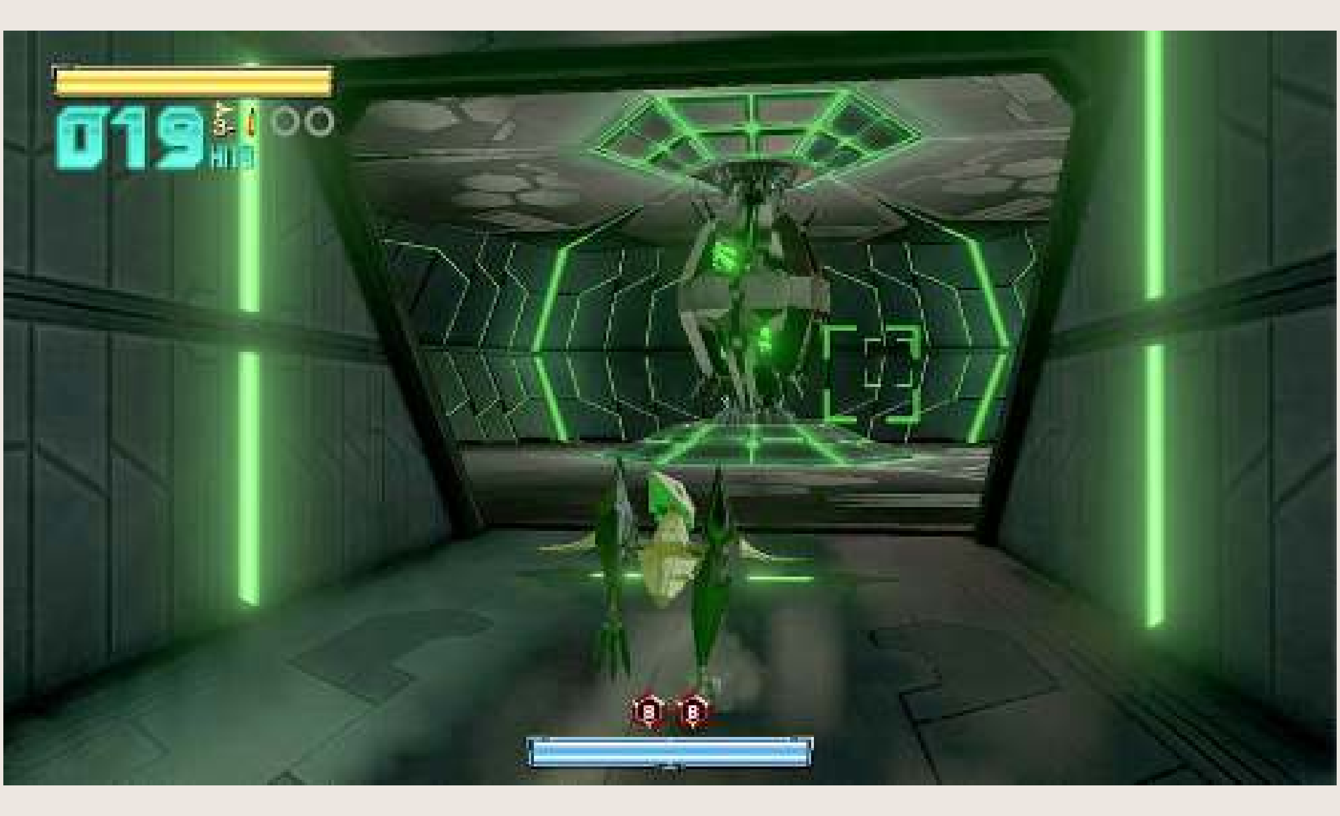


You can disable Androsa and finish the mission by eliminating all four dishes, knocking away each quadrant. The Androsa core will escape, but General Pepper is saved, and you'll score Mission Complete.

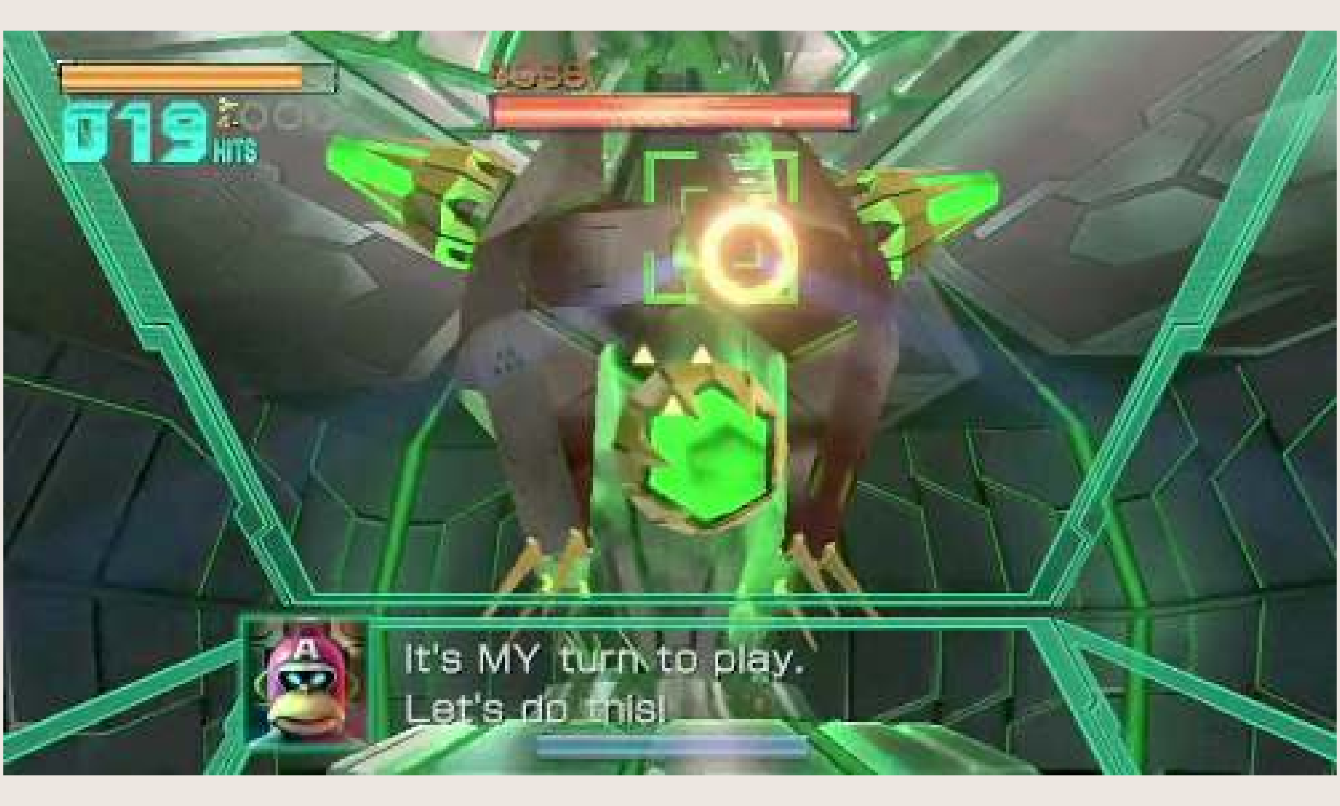




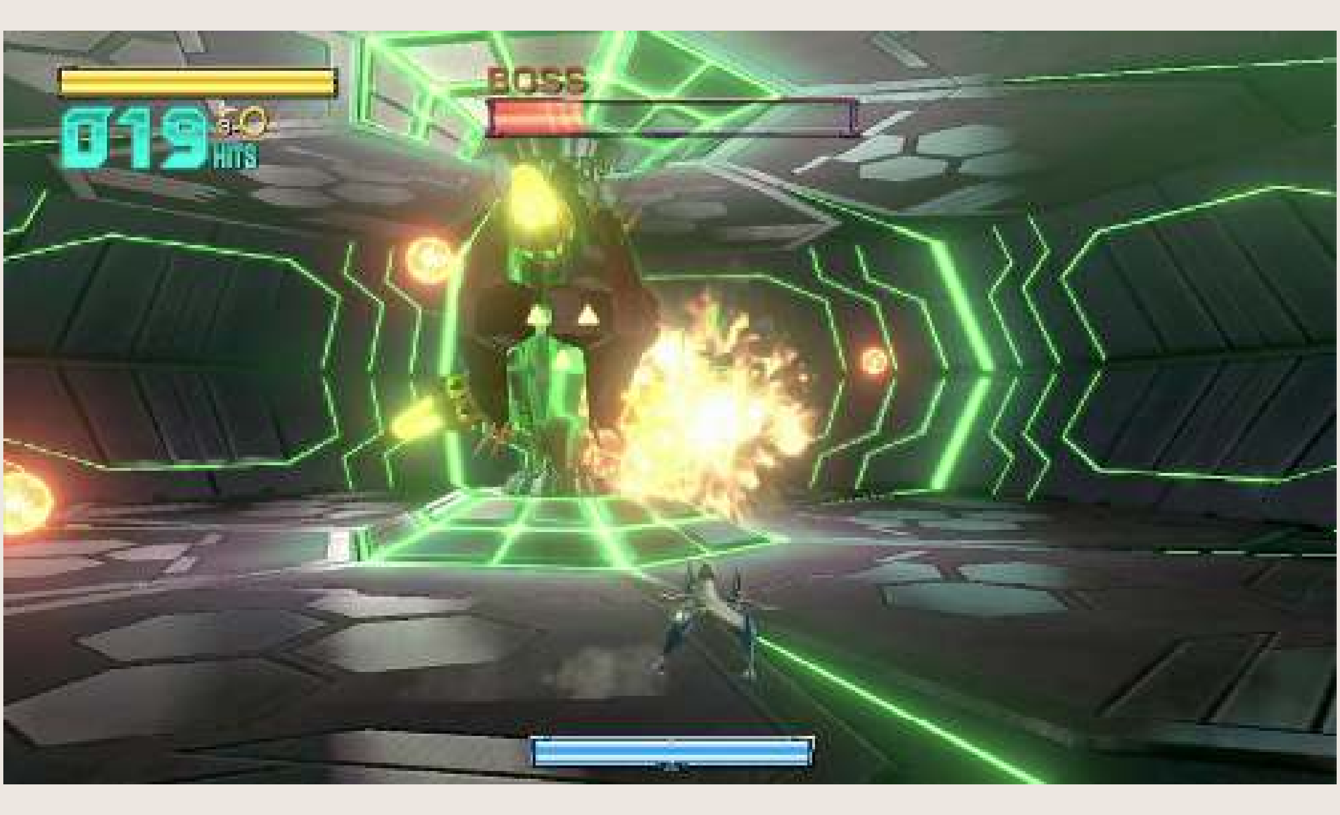
There's a difference between Mission Complete and Mission Accomplished, though. Mission Complete indicates you survived an area, but missed some important side objective. During Enter Star Fox!, the special objective is to take out the Androsa core, preventing its escape. In order to do this, you'll first have to break off a section, then fly into the exposed interior.



A short hallway leads directly to the ship's control core, which has four vulnerable, rotating energy nodes. Entering the core automatically triggers a transformation to the Arwing's nimble Walker form. By holding the ZL button, you can lock your view in the direction of the core, then move left and right to strafe while keeping your aiming reticle on the nodes.



Just a few seconds of laser fire on any node destroys it; since they're shaped like crystals that extend off the core pillar, they make ideal targets to shoot at broadside, as they swing around in their rotation. If you have bombs left, you can feel free to detonate them right on the core, dealing heavy splash damage to all nodes.

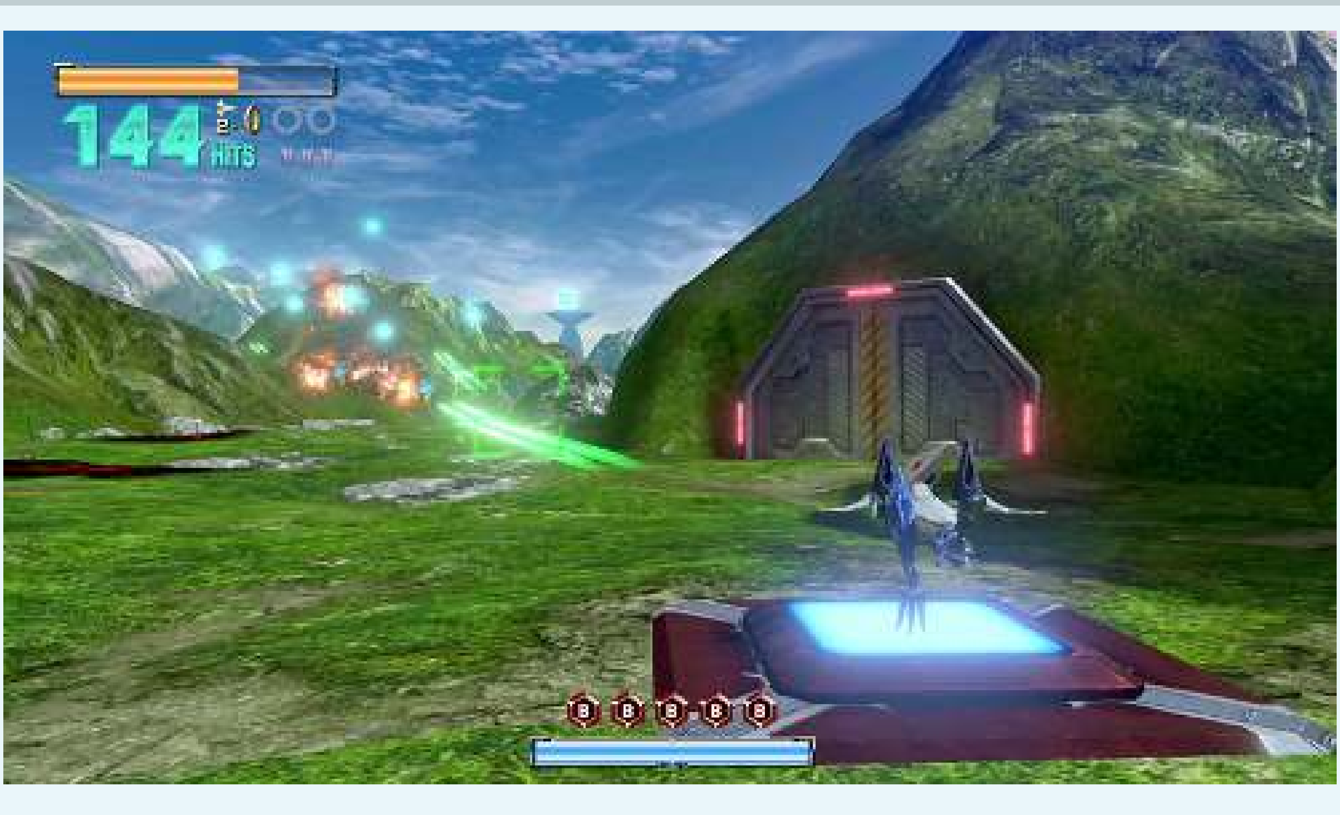


The core nodes hurl groups of dangerous projectiles at you, but these can be dodged with Walker strafing and sidestepping. And if you simply focus on aiming at the nodes and destroying them quickly, you can break them all before they've started to produce enough projectiles to really pose a threat to Star Fox. The more nodes you destroy, the faster the core spins, and the more projectiles they hurl in an effort to save the station.

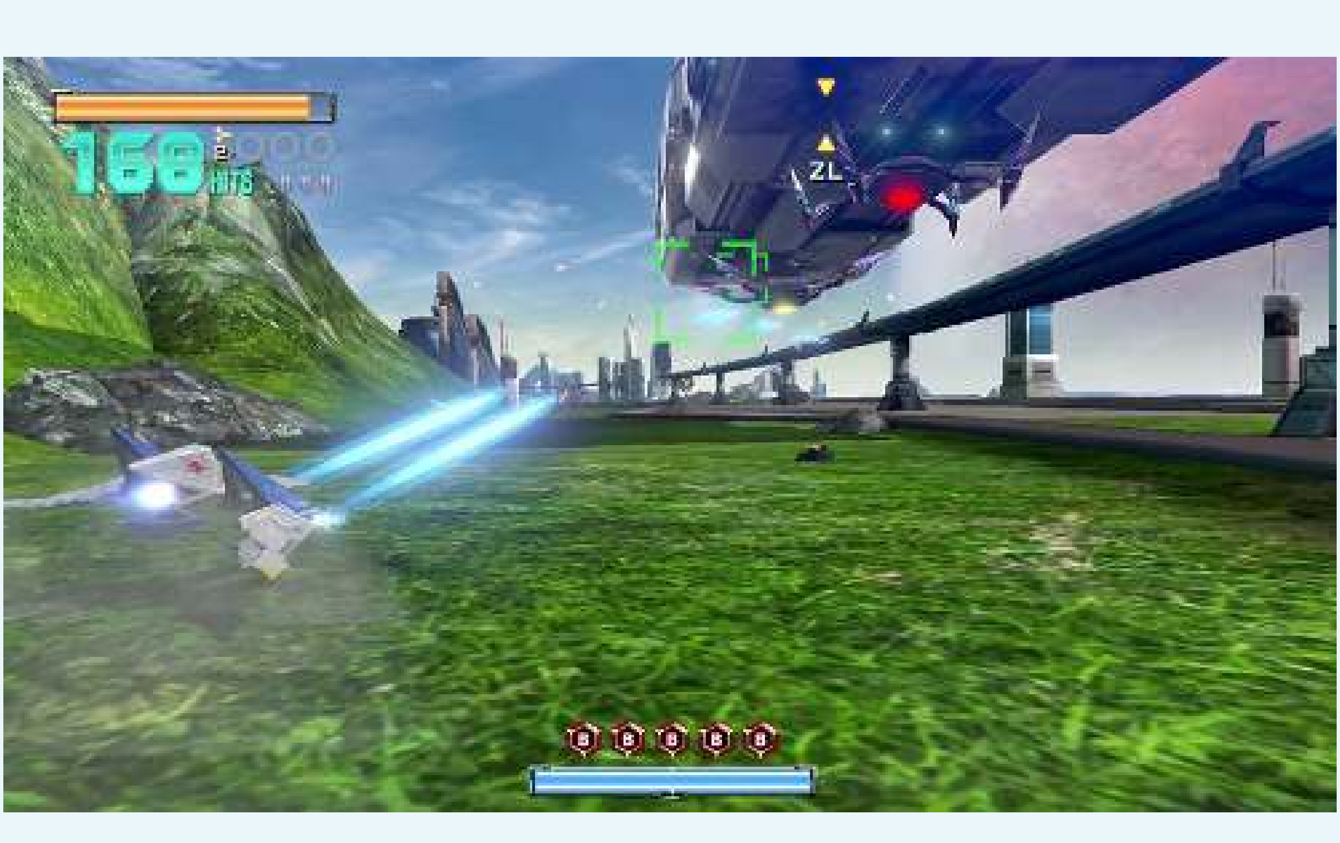
By destroying the Androsa core, you'll fully neutralize the Venom forces in the area and earn a Mission Accomplished medal.

This mission has surprises yet, though. Skip the following tips for now if you'd like a chance to discover them for yourself.

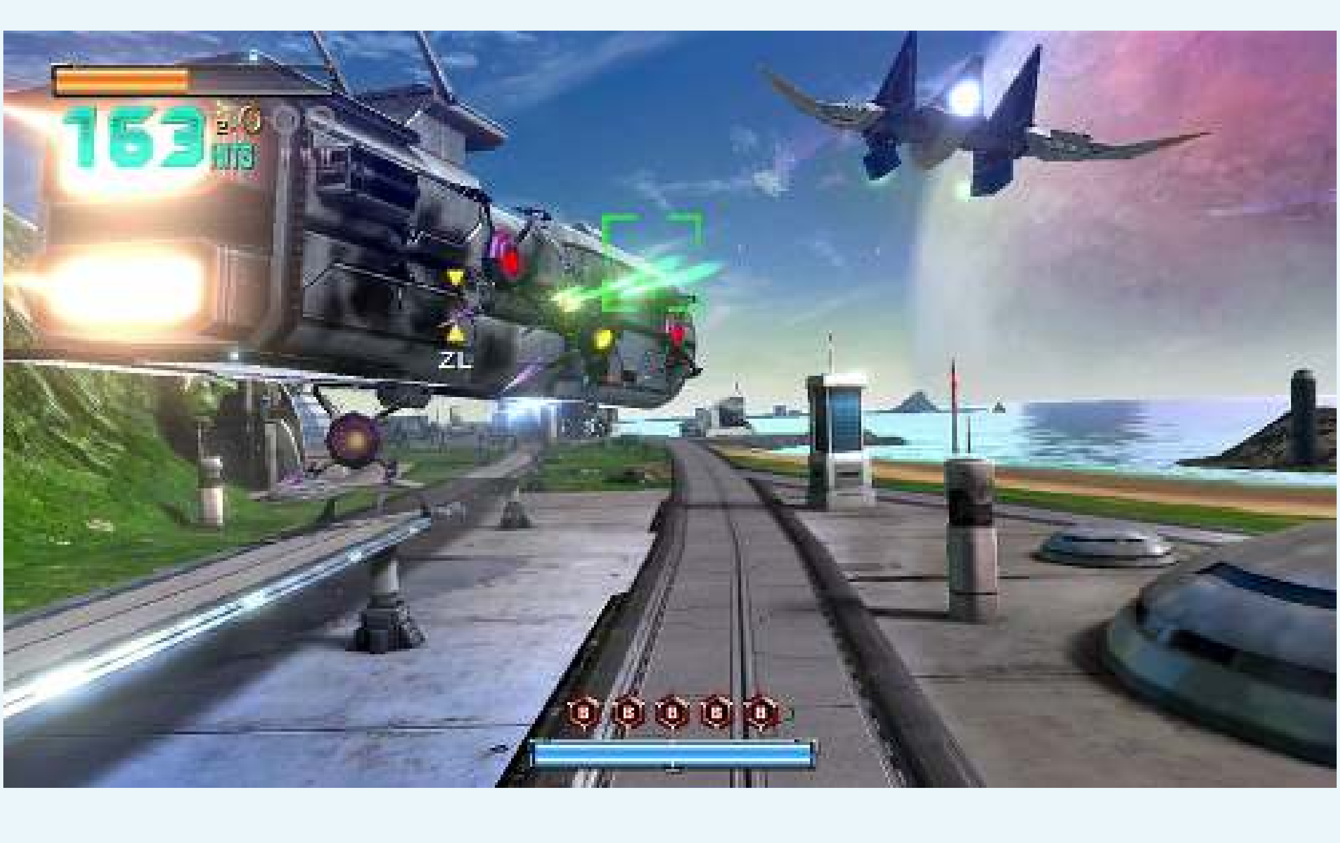
ALTERNATE ROUTE



Once you've made your first pass through Corneria, you'll unlock the Arwing's Walker mode. Return to Enter Star Fox! and use the Walker to unlock a new path where a Cornerian soldier flies overhead in a large transport craft. A large doorway in the hill ahead has a conspicuous switch on the ground in front of it; run over this switch as the Walker to open the door, revealing an alternate path, not to mention a collectible medal! Continue into the tunnel revealed beyond the door to collect the medal and escort the civilian craft.



Spider-like bots called Striders are found crawling along the landscape here, and are clinging to the sides of the Cornerian soldier's vehicle. Whether you continue to scamper forward in the Walker or transform back to Arwing form is up to you, but either way pilot along both sides and the bottom of the friendly transport, using motion control aim to blast the vulnerable red spot at the center of each Strider. Shooting the Striders causes them to lose grip on the transport and fall off.



Once all the Striders are blasted off the transporter, the soldier thanks you for the escort and evacuates the citizens successfully. Continue piloting along the the coast toward the tower, destroying the few Venom invaders found along this route. Most enemies besides those assaulting the soldier's craft have moved on further into the city. At the end of this path, you arrive at the tower phase of the mission, as though you had taken the normal path. However, once you've progressed sufficiently in the Main Game, returning to Corneria and taking the alternate path to assist Bill will result in more secrets still…

A MYSTERIOUS TELEPORTER

After completing a Main Game mission in Sector β, return to Corneria and take the alternate route again to reveal an Androssian teleportation device! Arriving at this point will end the mission early and lead directly to a secret mission: Aquarosa - Hidden Target.

Sector α - Frenzied Firefight

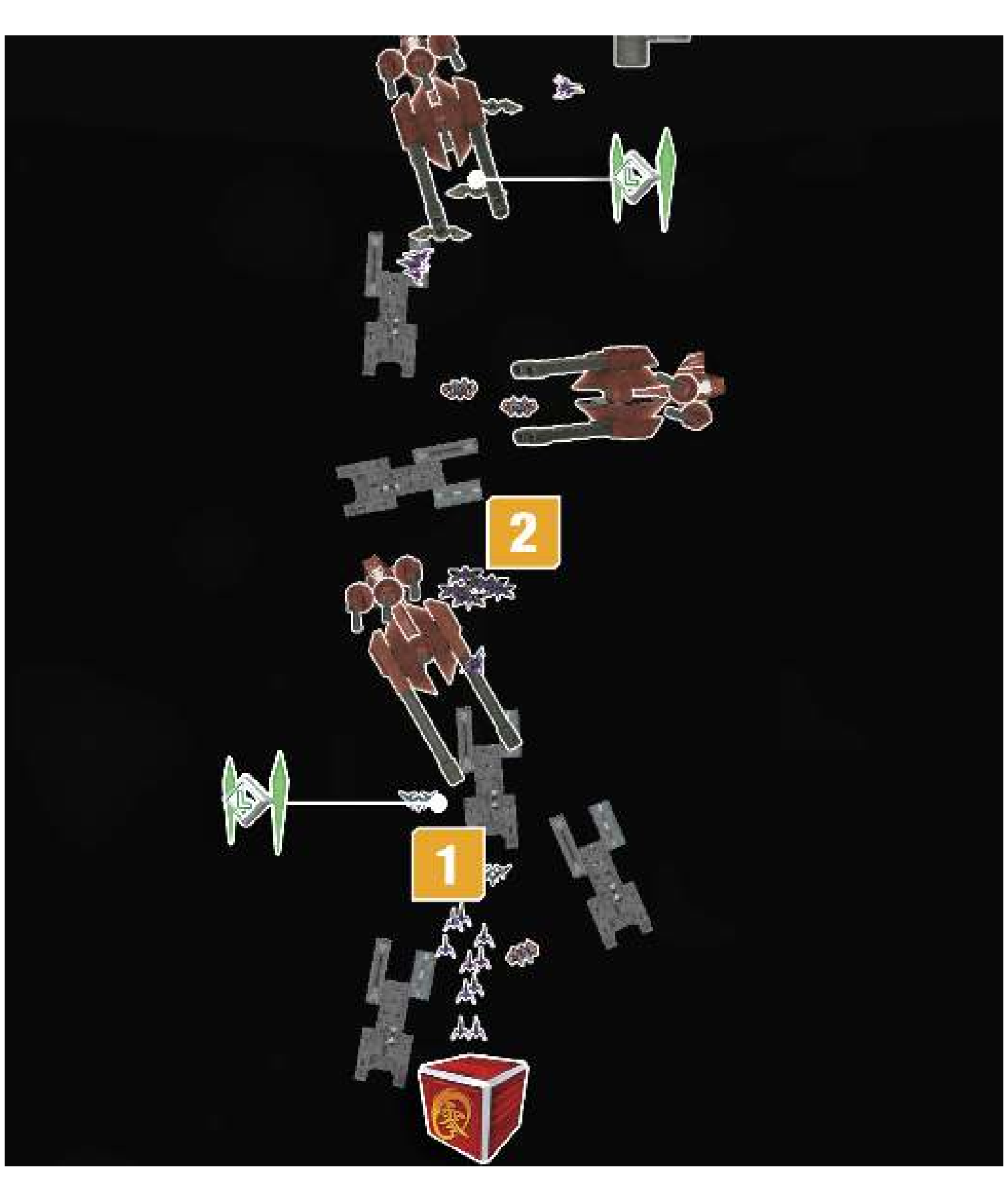
Introduction

Even with Corneria City temporarily liberated from invading forces, the situation isn't secure. It turns out a huge enemy fleet is approaching, and the Star Fox squadron's services are required in space. During this stage, you'll fly through a tangle of allied Cornerian Battleships and Carriers, and opposed Colby and Dorisby-class ships, gunning for the local base of enemy operations for the sector: the Salvadora-class superdreadnought directing the fleet.

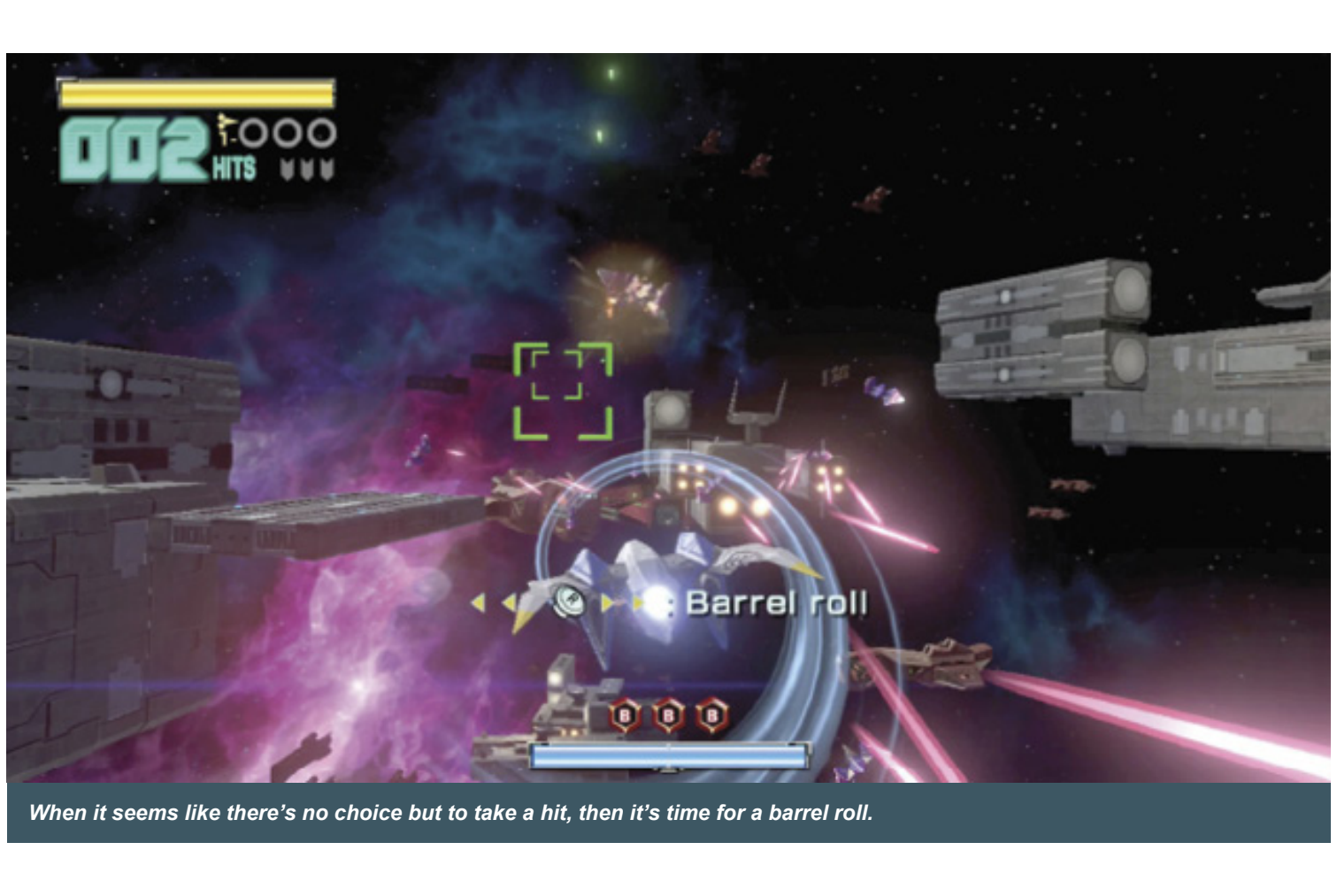
Combat Zone
Sector α
Frenzied Firefight

Sector α - Frenzied Firefight

Phase 1: Destroy the Cannons



1 Far in the distance, dead center, you can see the objective from the start: an enormous Androssian capital ship. Between here and there, there are lots of allied forces that need help against the encroaching space force.



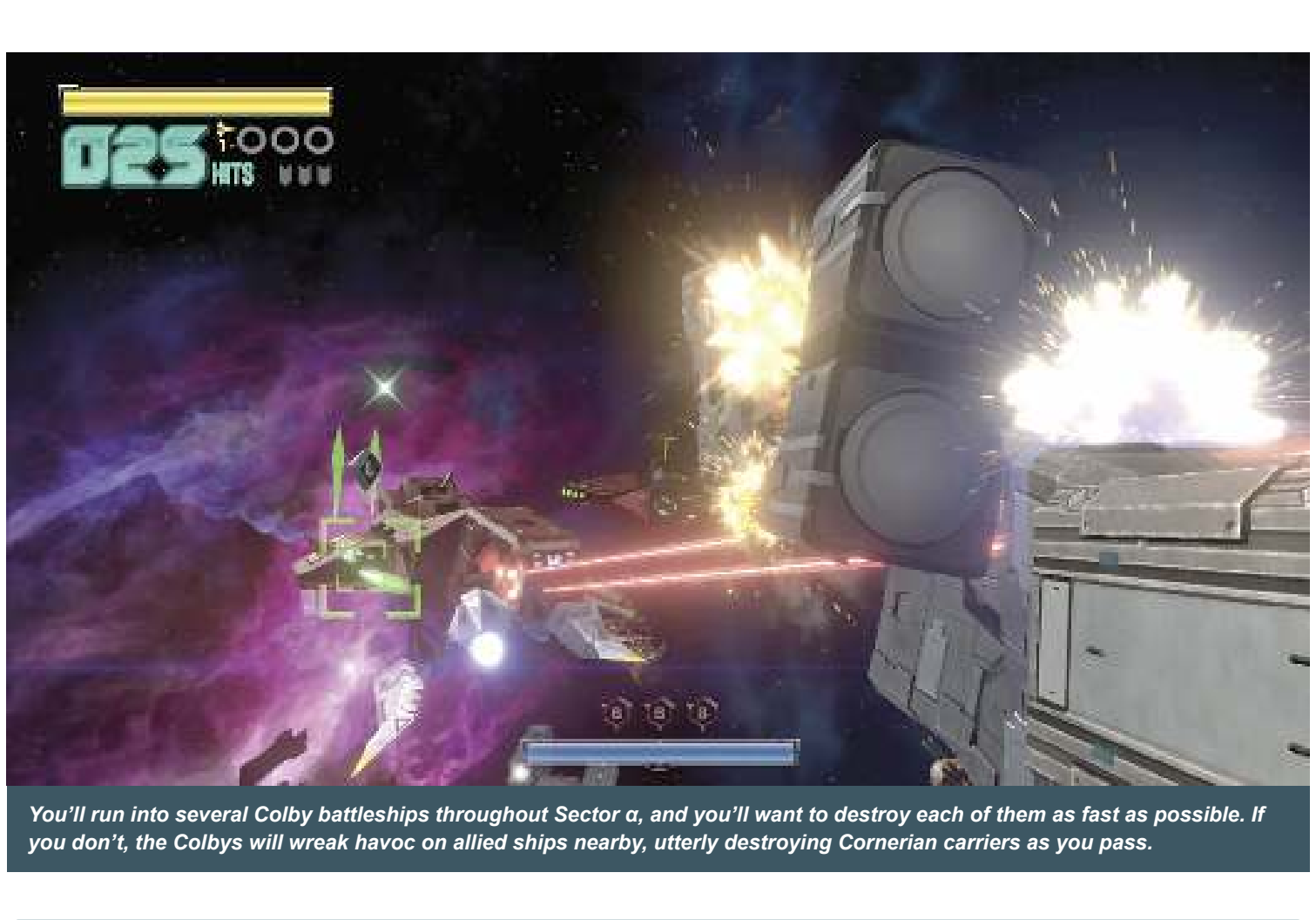
When it seems like there's no choice but to take a hit, then it's time for a barrel roll.

You'll face thicker groupings of enemies here than on Corneria's surface. Right away, 10 Attacker I units descend at once to greet you. These make a perfect target for charge shots, and if you don't dispatch many of them quickly, they'll also force you to try your hand at an evasive barrel roll maneuver. Anytime you see a large group of enemy fighters headed straight your way, you can bet they're grouping in formation to unleash a nigh-unavoidable barrage of bullets at the Arwing.

But you can dodge cleanly through even the nastiest fusillade by barrel-rolling just as the projectiles are about to hit your ship. Attacks that strike the Arwing during its barrel-roll spin will be deflected harmlessly away.

Immediately after the first grouping, you encounter 10 "Gamma On/Off" drones, two formations of five each on either side, while a trio of Attacker III fighters swirls by on the left. Of course, you should try to take them all out, but prioritize taking out the fighters on the left in this grouping, because eliminating the Attacker III trio reveals a laser upgrade as you pass directly along the port side of the friendly Cornerian ship here.

More pressingly, directly ahead you encounter your first Colby-class battleship (along with another pesky trio of Attacker I craft). This deadly, distinctive staple in Andross's fleet is equipped with several rapid-fire cannons to deal with smaller fighters, while dual forward-mounted laser cannons provide high power against heavily-armored targets. Unfortunately, those heavily-armored targets here are friendly ships allied with Corneria. The individual components of the Colby—lighter rapid-fire cannons and heavier laser cannons—can be destroyed separately, but the overall craft can also be targeted and damaged anywhere. They've sacrificed armor compared to a Dorisby, Granby, or Salvadora-class ship to put such a powerful weapons platform on so small and agile a battleship.

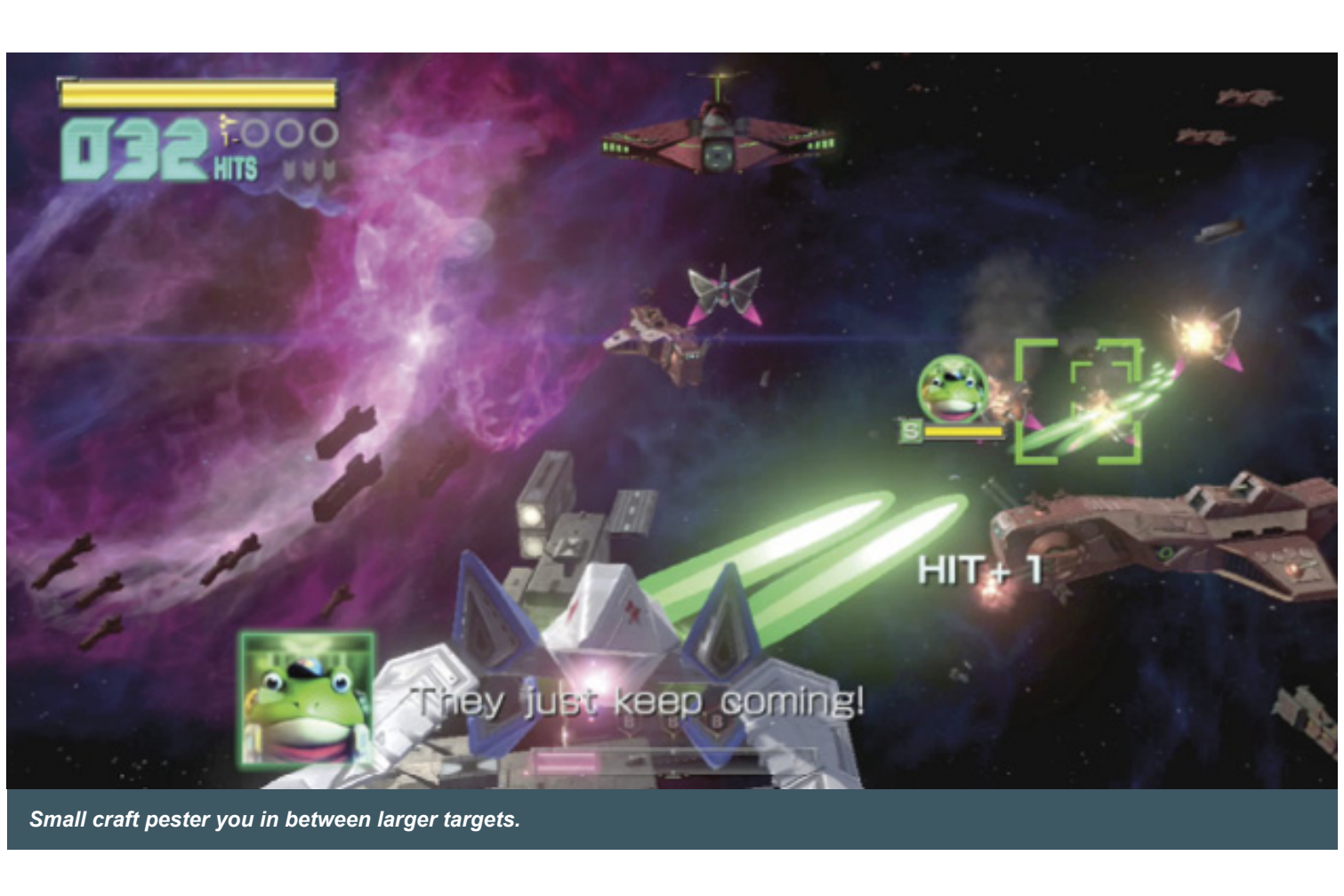


You'll run into several Colby battleships throughout Sector α, and you'll want to destroy each of them as fast as possible. If you don't, the Colbys will wreak havoc on allied ships nearby, utterly destroying Cornerian carriers as you pass.

COLBY CRUSHER

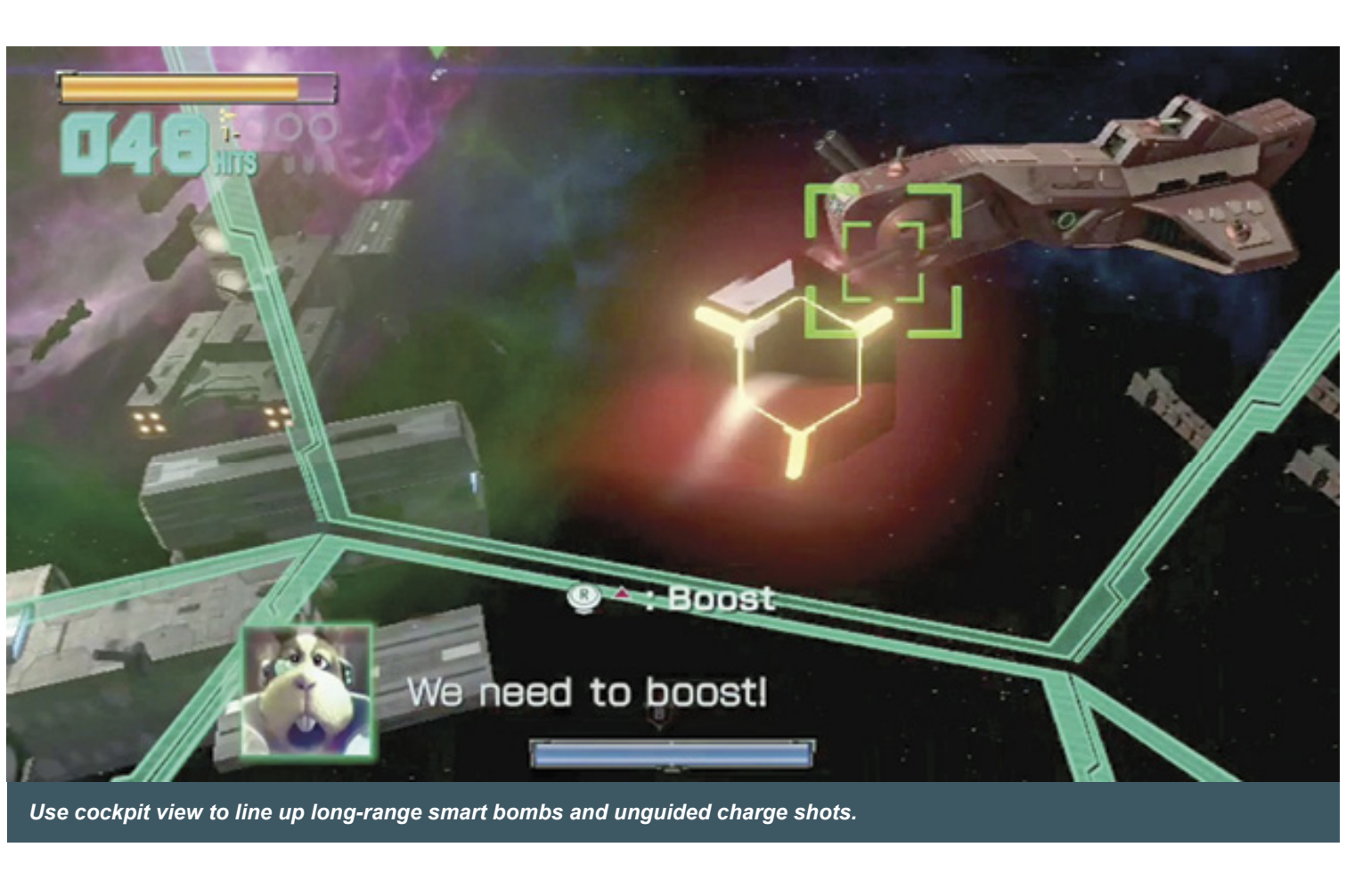
Earning a full Mission Accomplished conclusion to this battle is dependent on keeping all large Cornerian ships space-worthy, which means stopping each Colby from getting a full laser salvo off. Later on, after you've acquired your first laser upgrade (right here, ideally), it's more feasible to destroy Colbys with twin lasers once they're in range but before they open fire on allies. But against the first few Colbys, you might just want to launch a smart bomb at them as soon as you're reasonably close. Bombs travel a surprisingly long way in these space battles, and a solid bomb strike anywhere on a Colby immediately demolishes it, along with all of its guns. If your bomb shot is just wide of an intended Colby target, press the bomb button again to manually detonate the bomb, catching the Colby in the blast radius. Either way: toasted Colby, saved Cornerians.

2 Several moth-like Attacker II fighters appear just after the first Colby encounter, giving you a charge shot target. But these fighters are also running interferences—in the background behind them, down and to the right, another Colby is drawing a bead on another friendly battleship.



Small craft pester you in between larger targets.

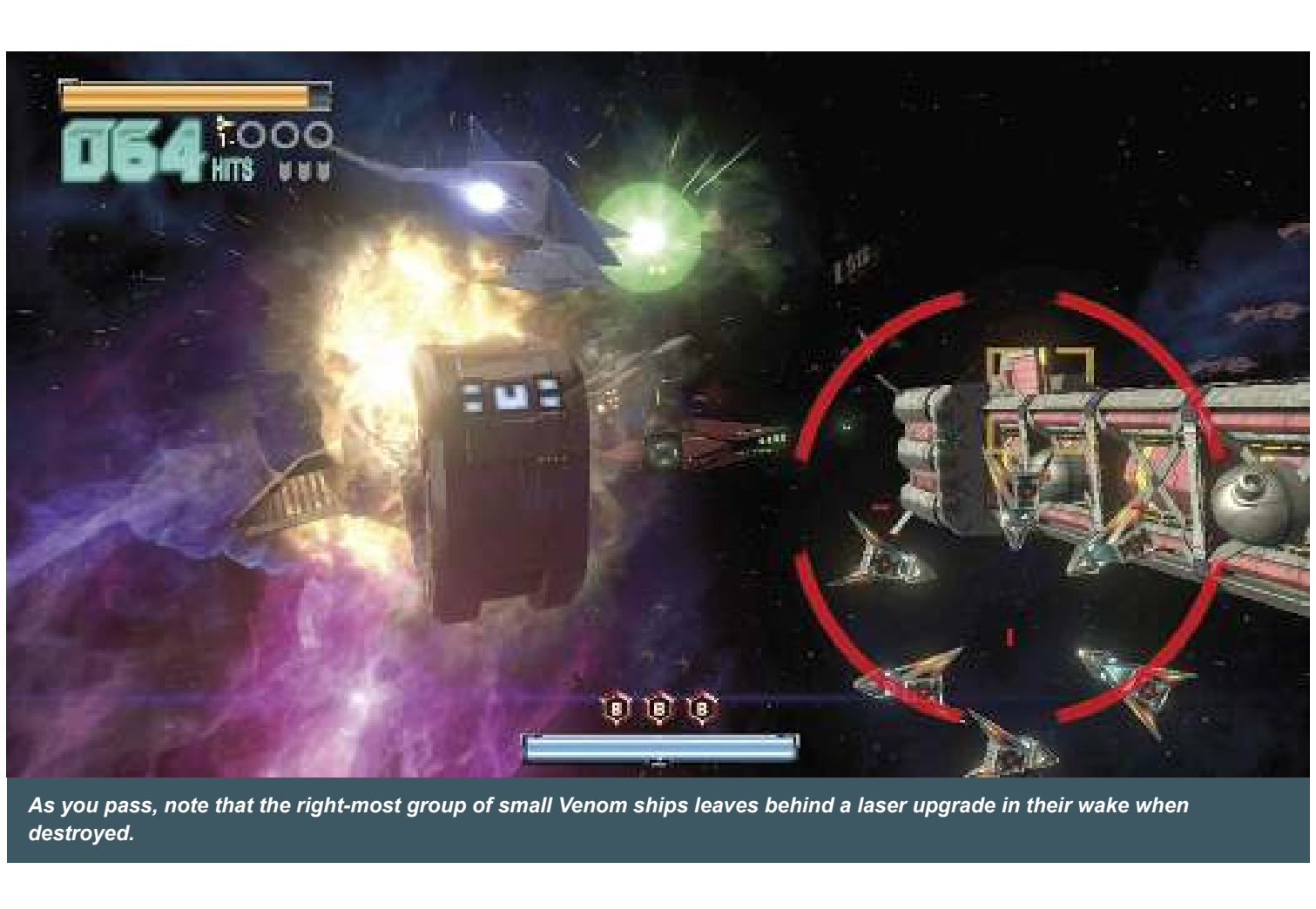
032 HITS
: Boost



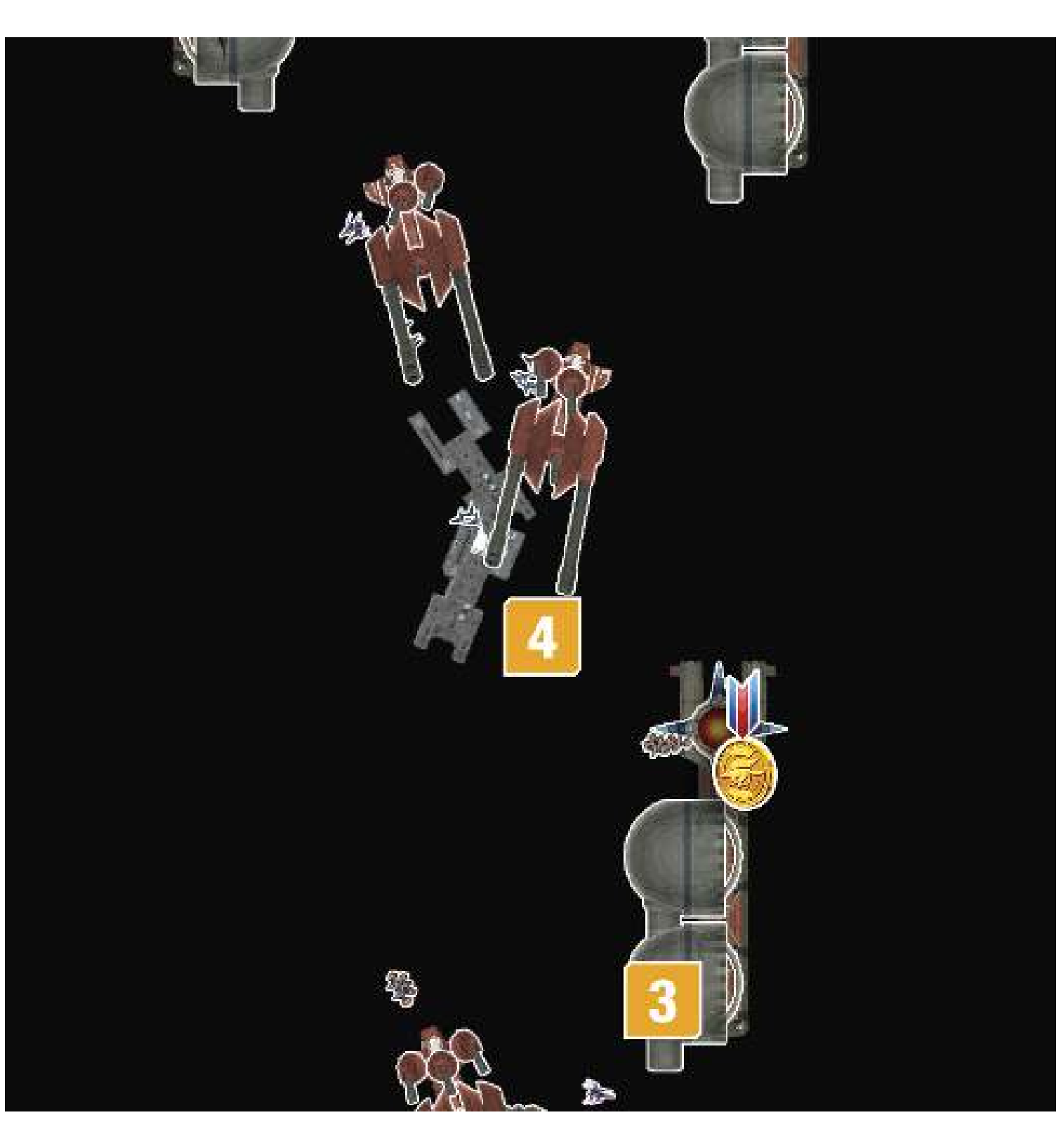
Use cockpit view to line up long-range smart bombs and unguided charge shots.

As against the first Colby, it's tough to actually deal enough damage to the Colby quickly enough to destroy it if you're just using lasers. Ideally, take out the Colby with a well-aimed smart bomb (taking care to avoid hitting any Attacker II units with the bomb inadvertently). As you bypass these ships, approaching another Cornerian ship on the left, six Attacker III craft swoop past, opening fire upon the Arwing. As you fly a little more even with the starboard side of the closest friendly ship, six Attacker I craft also attack. These units should all be mopped up in the pause between Colby assaults.

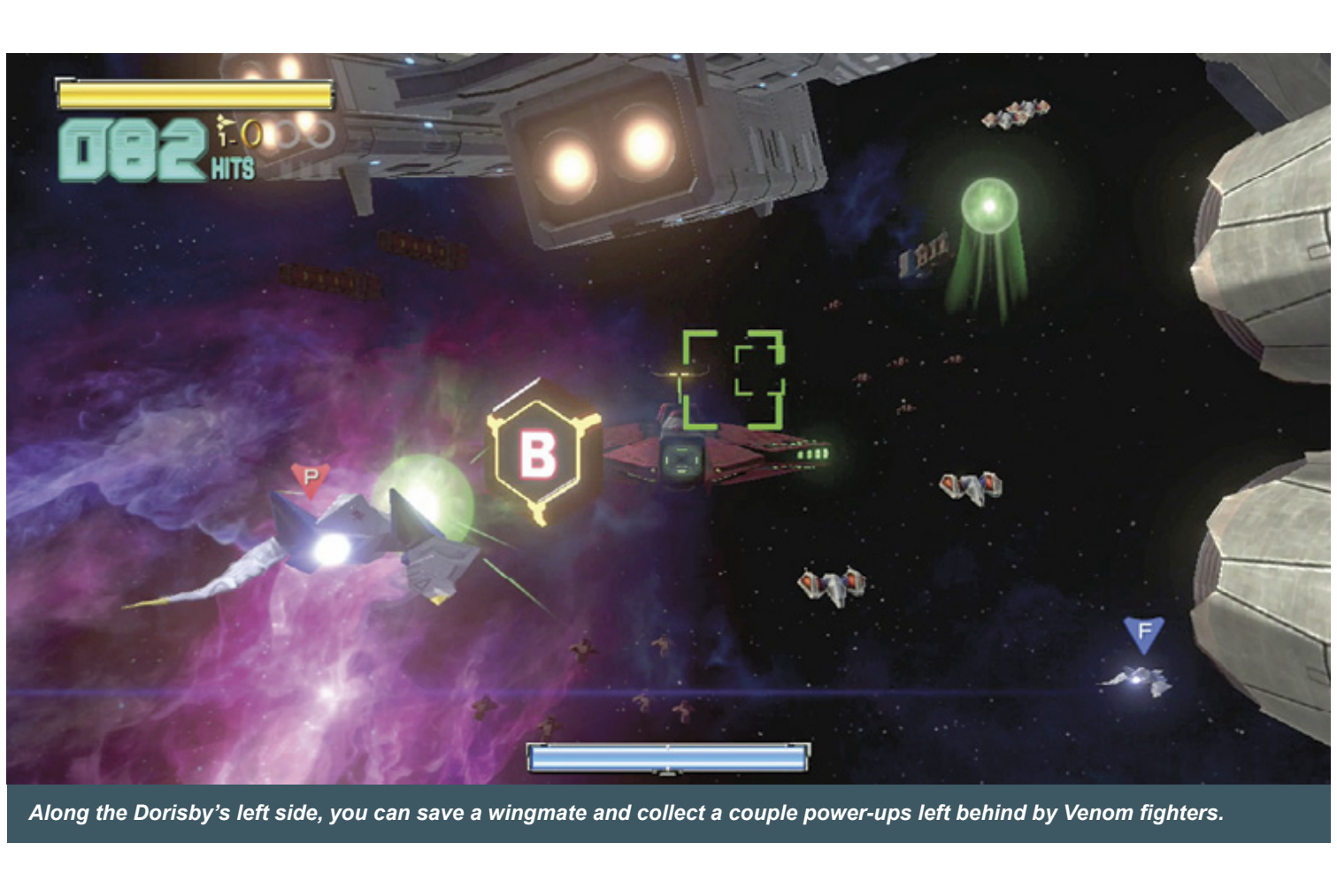
Up ahead, just in front of the friendly carrier, a dozen Venom Fighter III ships arrange themselves into rings before you, making themselves actual physical obstacles and distractions from your aim upon the Colby ship, surprisingly close here, seen winding up assaults in both directions with its big lasers. As usual, if you're going for minimized civilian casualties, ignore the smaller units at first and focus fire on the Colby until it's destroyed. With twin lasers, you can take it out without a bomb if you snap to it and shoot steadily as soon as it's in range. (When going for max hit total, you may as well just dispatch the Colby immediately with a bomb so you have plenty of time to shoot down all the fighters here for a laser upgrade.)



As you pass, note that the right-most group of small Venom ships leaves behind a laser upgrade in their wake when destroyed.



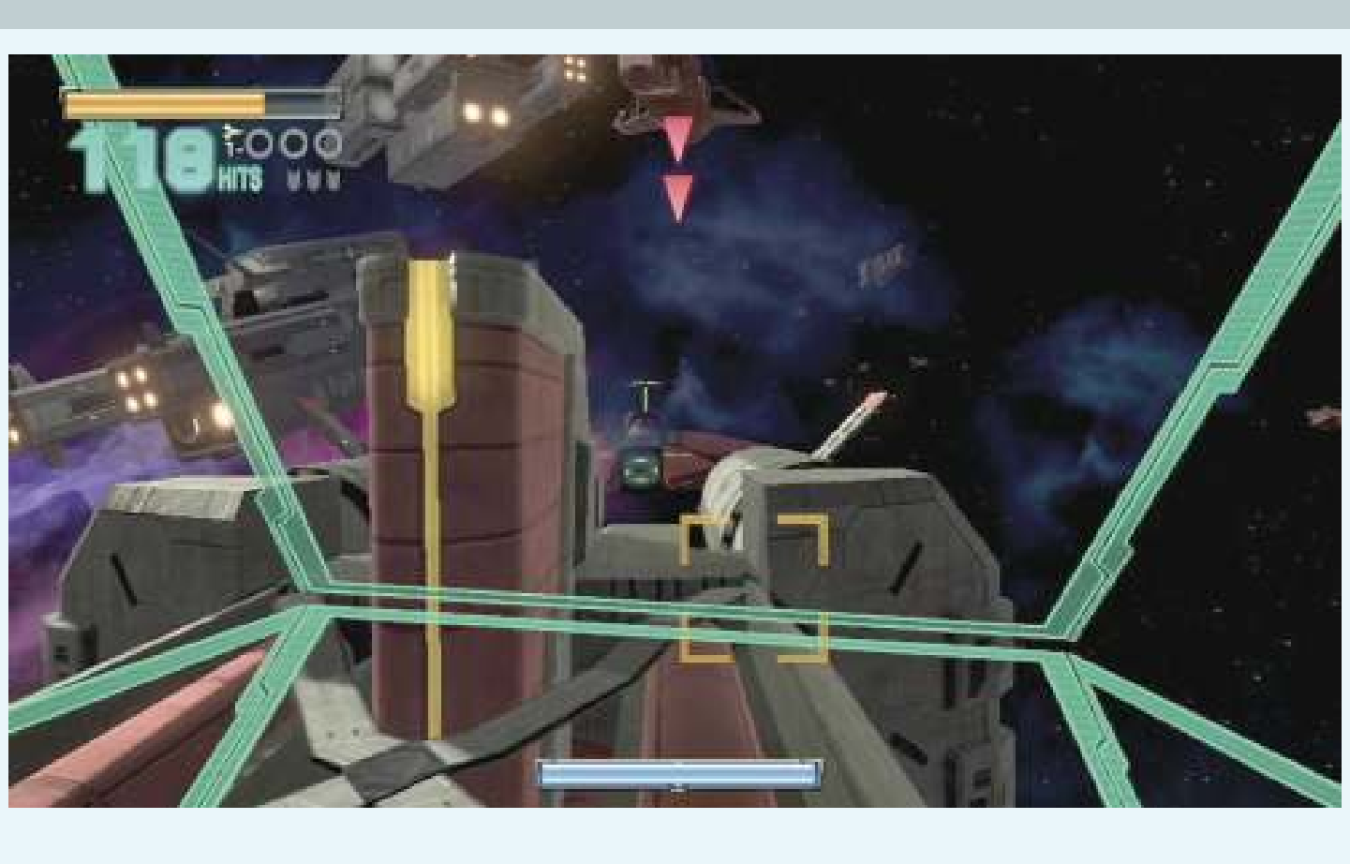
3 Just beyond the Colby, you'll fly past a huge Dorisby spacecraft. Note the grotesque impression of Andross's face as a battering ram on the front of the craft. This ship is too big to be damaged with piddling shots from an Arwing, but the omnidirectional turrets attached to Dorisby can be destroyed. As you approach the Dorisby, first another half-dozen Venom Fighter III ships ring-up in front of you, then Peppy flies into your field of view, tailed by three Attacker I fighters. Take out Peppy's pursuers to save your wingmate (not to mention to leave behind a gold ring you can pick up). Take care to dodge any incoming fire from turrets along the Dorisby's surface, and destroy them once you've attended to Peppy's attackers.



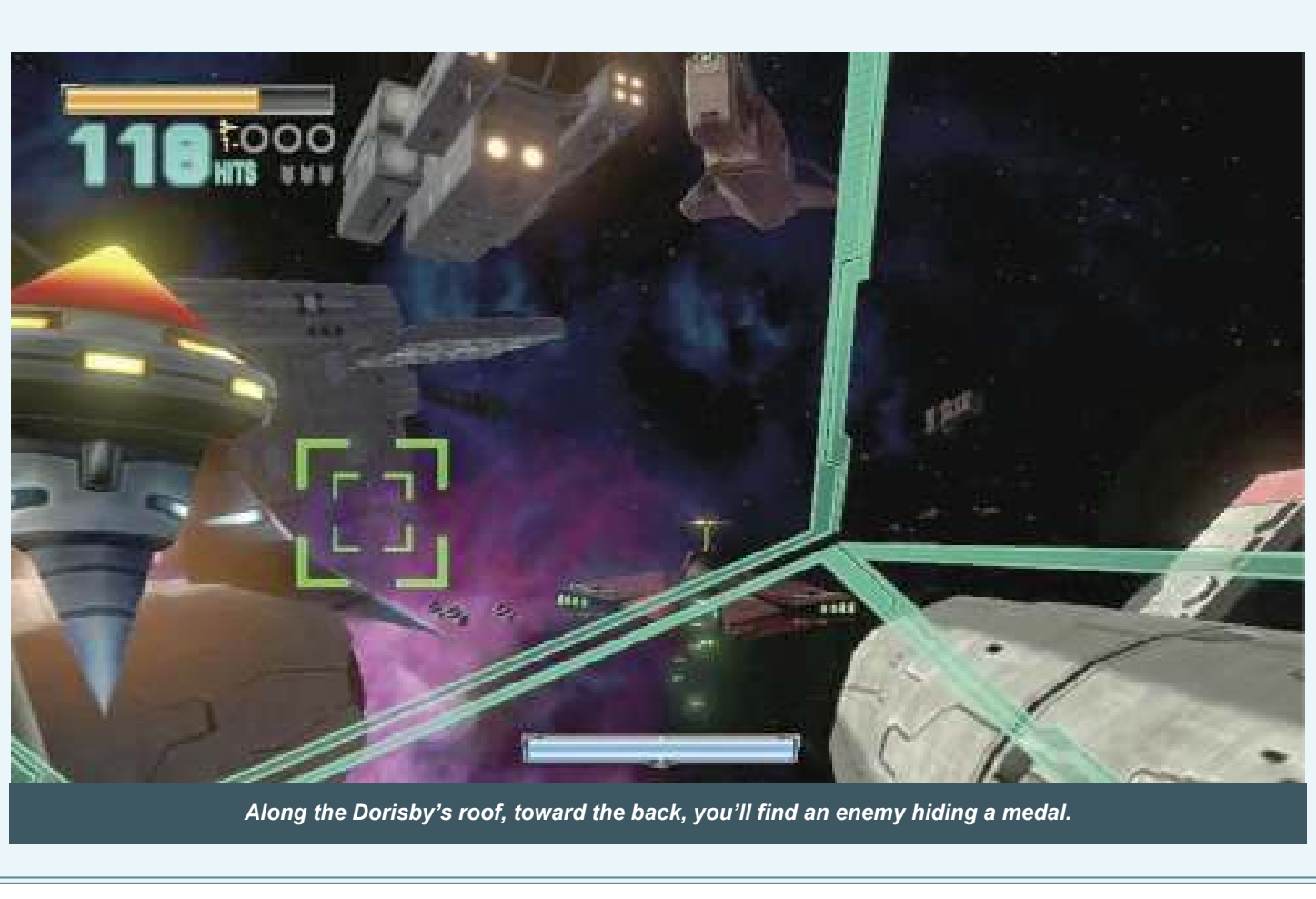
Along the Dorisby's left side, you can save a wingmate and collect a couple power-ups left behind by Venom fighters.

Along the left side of the Dorisby here, before the flow of battle shifts upward, several Fighter III attackers buzz past from behind. The first trio leaves behind a bomb pick-up if you take them all out, essential to restocking your heaviest firepower before you run into more enemy battleships. By the time you get a warning from Falco to pitch upward, more Colby attacks will be imminent.

HIDDEN DORISBY MEDAL

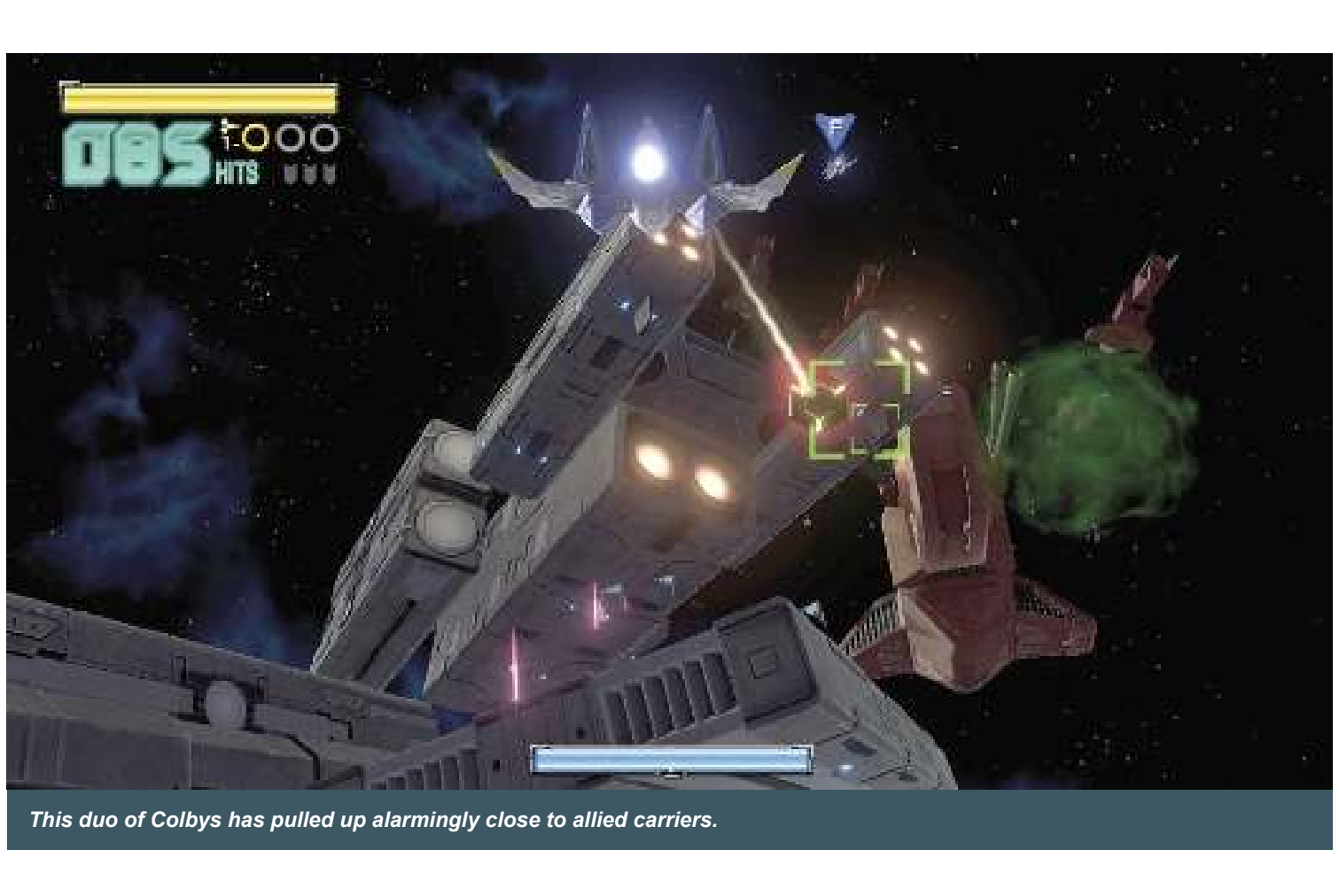


After saving Peppy, as an alternative to skimming along the Dorisby on its port side, you can discover a secret along its top side. Fly just above the Dorisby along the top, and slow down as you approach a fin near the back of the ship. A Mambo I drone can be found floating alone just behind this fin, almost hidden from view from either side. Destroy it before passing it by to reveal a collectible medal in space just beyond the Dorisby.

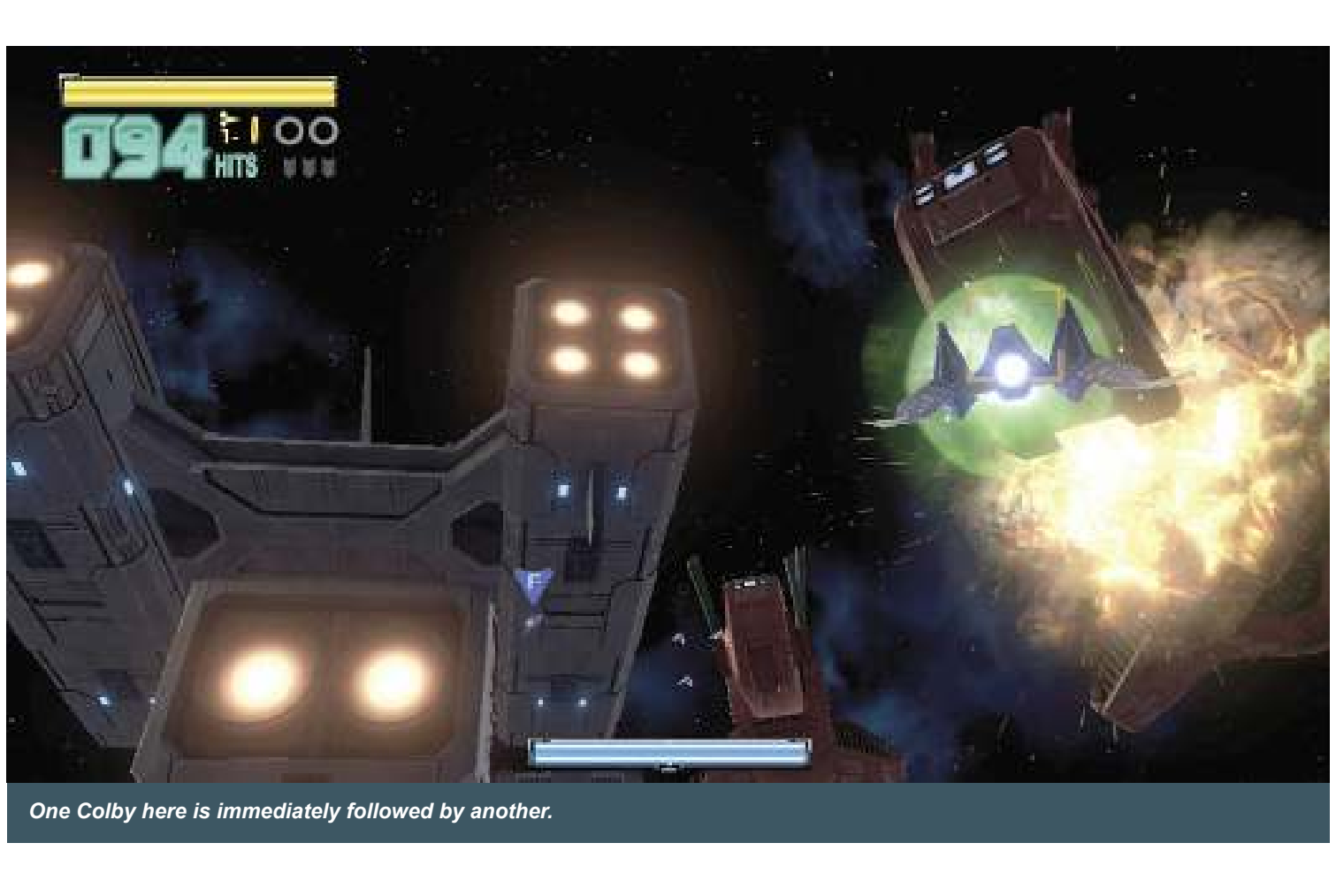


Along the Dorisby's roof, toward the back, you'll find an enemy hiding a medal.

4 Once you've nosed up just past the Dorisby and began to ascend along a couple allied carriers on the left, you should notice another Colby headed straight for all of you, charging its lasers to take out the allied ships. Another Colby backs that one up just beyond it, farther left from your perspective. If you boost ahead and open fire on these Colby craft right away, you can take them out with just twin lasers before they open fire on friendlies. You can also make things easier on yourself by using bombs, if you have some remaining (like one you could've just picked up from some fighters alongside the giant Dorisby-class ship). Groups of Gamma Off drones swarm and fire lasers in the area, so be aware of them and their projectiles while focusing on Colby battleships first.

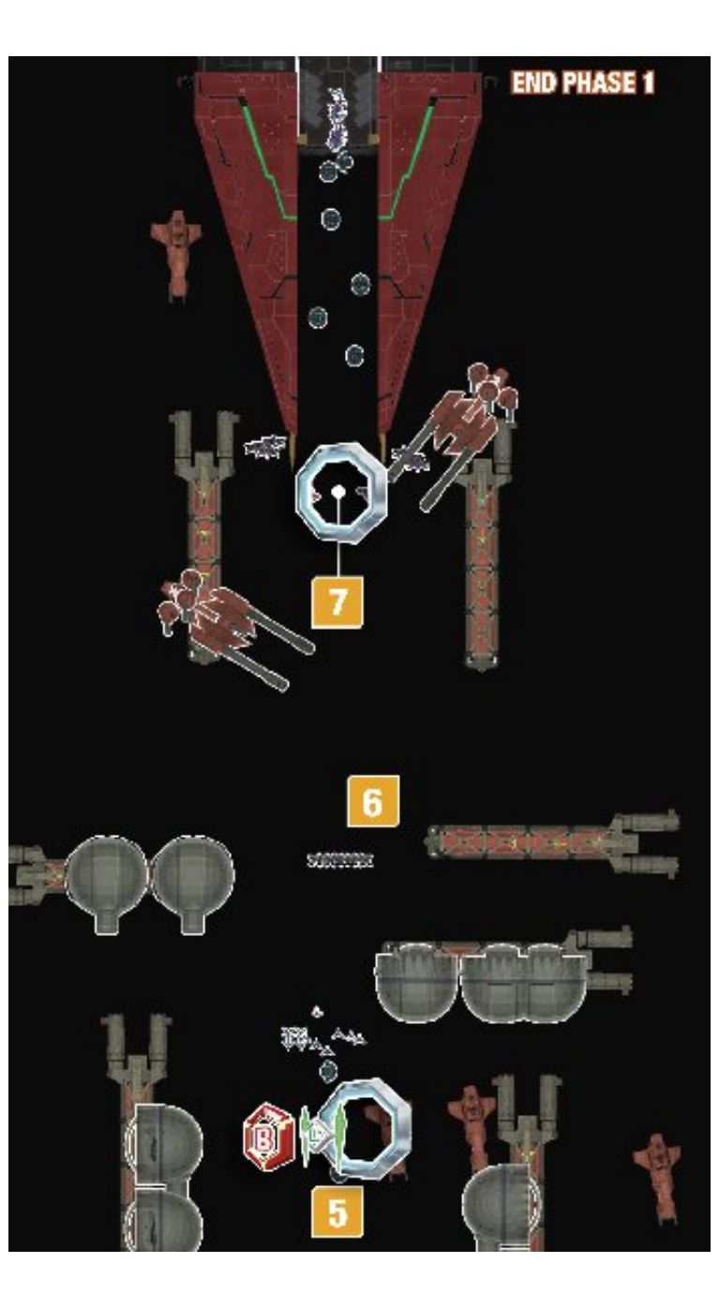


This duo of Colbys has pulled up alarmingly close to allied carriers.

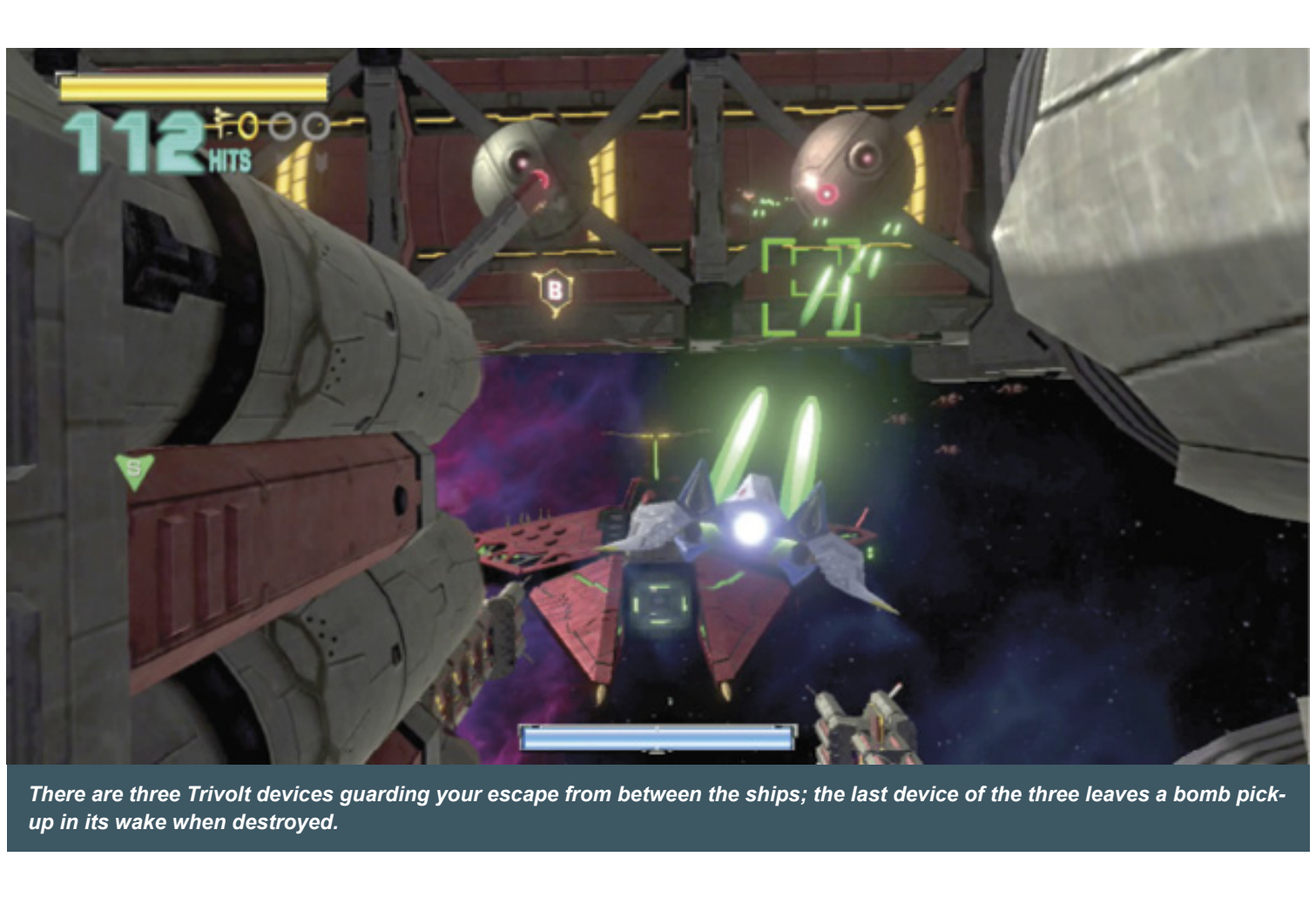


One Colby here is immediately followed by another.

With five (hopefully smoldering) Colbys behind you, you've pushed past all allies into exclusively Andross-occupied space. Nothing here is friendly save squadmates. If you quickly destroyed all Colby battleships on the way, before they could annihilate any Cornerian Carriers, then you'll be assured a Mission Accomplished medal if you survive the rest of the way. There are more Colbys en route to the vast enemy carrier, but you don't need to focus on destroying them instantly. Instead, destroy them whenever it's convenient.



5 Just ahead, two enormous Dorisby ships close in from the left and right sides of the battlefield. Each features two omnidirectional turrets pointed your way. With their big, round profiles, these turrets make good targets for "dumb-fired" charge shots, aimed and released while the turrets are still outside lock-on range. Using this tactic can often help you thin the incoming enemy ranks before either of you are actually in primary weapon range. Slippy engages some Attacker I prey of his own in the space between Dorisby ships as you clear out the turrets. Slippy's quarry leaves behind a laser upgrade when destroyed, so keep an eye on where he takes them out so you're ready to nab it.



There are three Trivolt devices guarding your escape from between the ships; the last device of the three leaves a bomb pick-up in its wake when destroyed.

Toward the aft of these crowding capital ships, you encounter unique Trivolt drones as another Dorisby pulls up ahead in a kind of space blockade. Trivolts are spheres that open and spin, revealing an exposed core that arcs deadly electricity to its orbiting parts. Target the exposed core with a charge shot to destroy the whole mechanism; if you don't, it can spin directly into the path of your Arwing, lashing it with lightning.

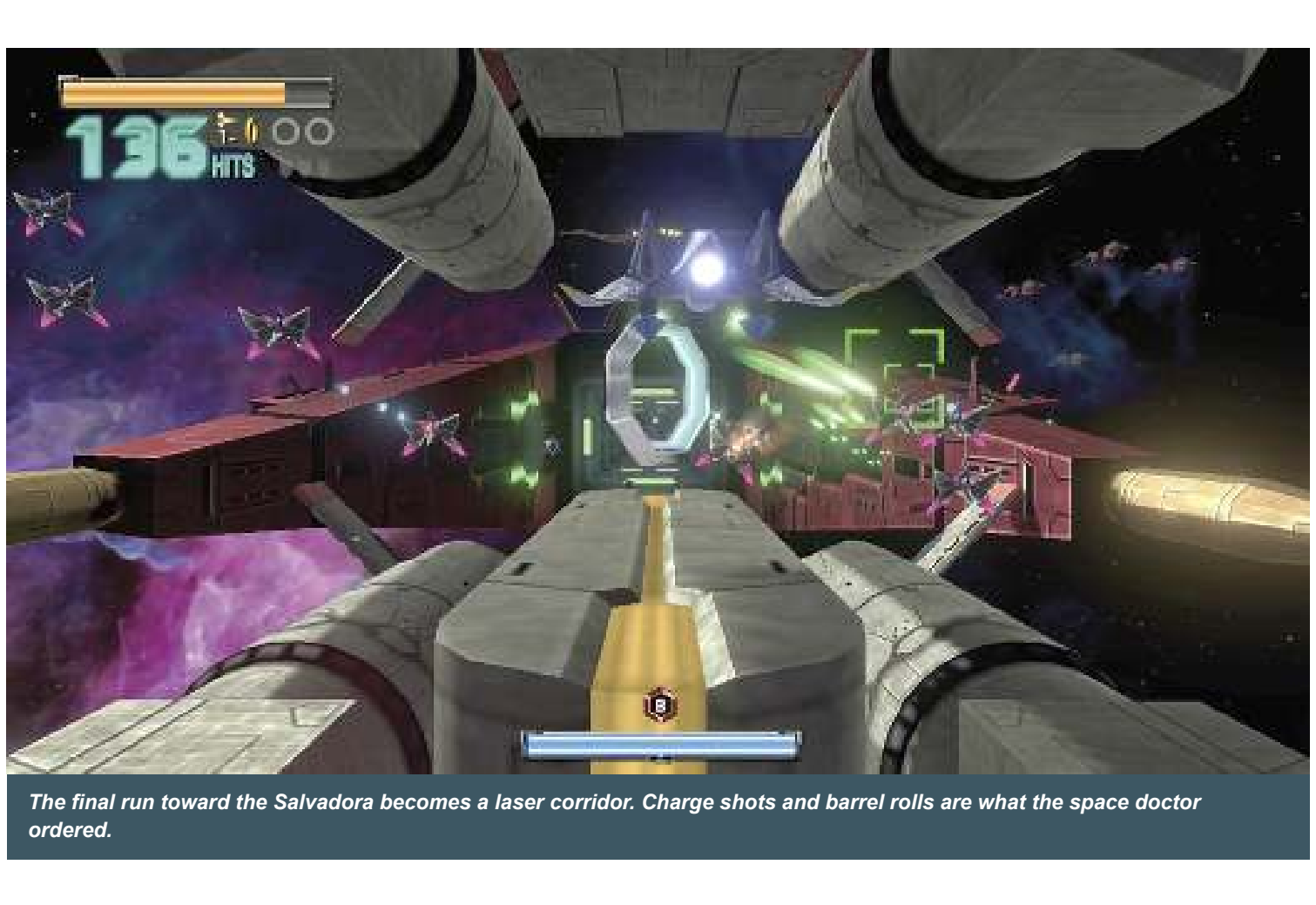
Just ahead, another Dorisby has pulled up perpendicularly, orienting more omnidirectional turrets toward you. Take them out and you'll begin a descent in line with the approaching belly of the beast itself. Below, yet another Dorisby passes, with two more turrets to take out. If you replay this section after completing every crucial Story Mode mission, you'll be greeted with a surprise in the vicinity of this Dorisby…

6 Several Gamma Off drones swarm the area as you thread the Dorisbys toward the heart of the fleet, and Attacker II fighters rise up from behind the last Dorisby in the previous group to help mount a defense.

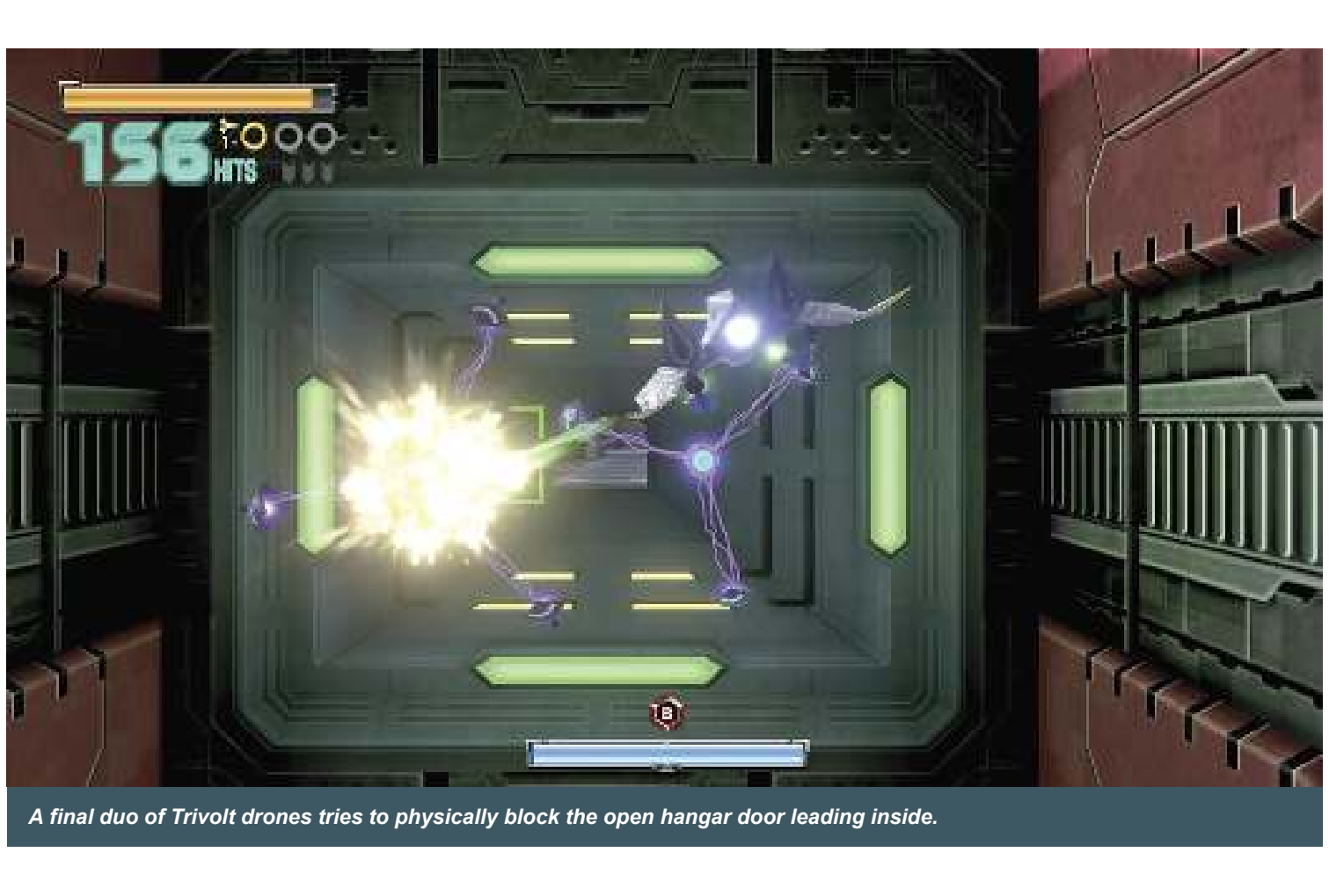
Farther ahead, another Colby battleship passes in front of you, left to right, with another approaching behind it, heading in the opposite direction. You'll have to steer and aim toward the right to take out one Colby, then reverse course, steering and aiming left to take out the second one. More Dorisby-class blockades approach, and the Salvadora looms behind all the other spacecraft. The Colbys here serve to raise your hit score, but you don't have to worry about saving allies this deep into the fleet. If you happen to have bombs remaining, save them here, since there's ample time to chew these Colby battleships apart with standard lasers.

7 This time, the Dorisby ships form a corridor, leading you toward the cargo opening of the huge dreadnought. Between here and there are dozens of enemy ships. The first group is a cloud of Attacker I fighters, flying straight on down the Dorisby path and firing upon the Arwing. Unleash charge shots into their midst and barrel roll through to dodge incoming fire. Toward the end of the Dorisby tunnel, an eight-strong flight of Attacker II fighters converges and opens fire behind the first group. You'll also find a silver ring on the way atop a Dorisby aft fin, helpful if the Arwing is in need of repair.

Past this group, you have the final plunge toward the mothership ahead. More Trivolt devices spin before the cargo hold, creating electrical barriers. Meanwhile, enemy fighters pour out of the hold ahead in two big, aggressive groups. The fighters all emerge guns blazing, so be ready to barrel roll while flying forward, taking out Trivolts, and dumping lasers and charge shots at the emerging fighters if possible. If you still have a spare bomb at this point, you can launch and detonate a well-placed smart bomb so all the fighters fly into the bomb's fiery aftershock and get destroyed, which simplifies your approach.



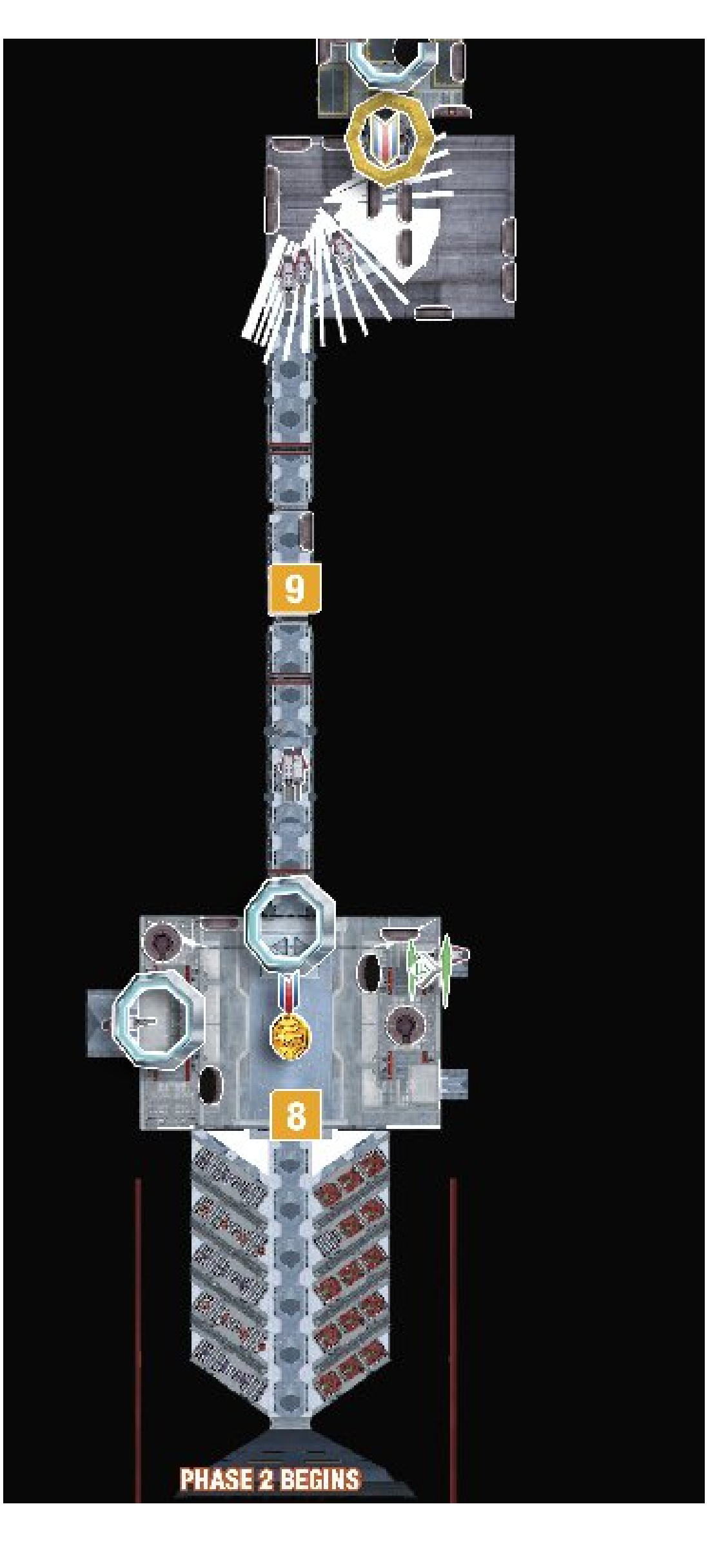
The final run toward the Salvadora becomes a laser corridor. Charge shots and barrel rolls are what the space doctor ordered.



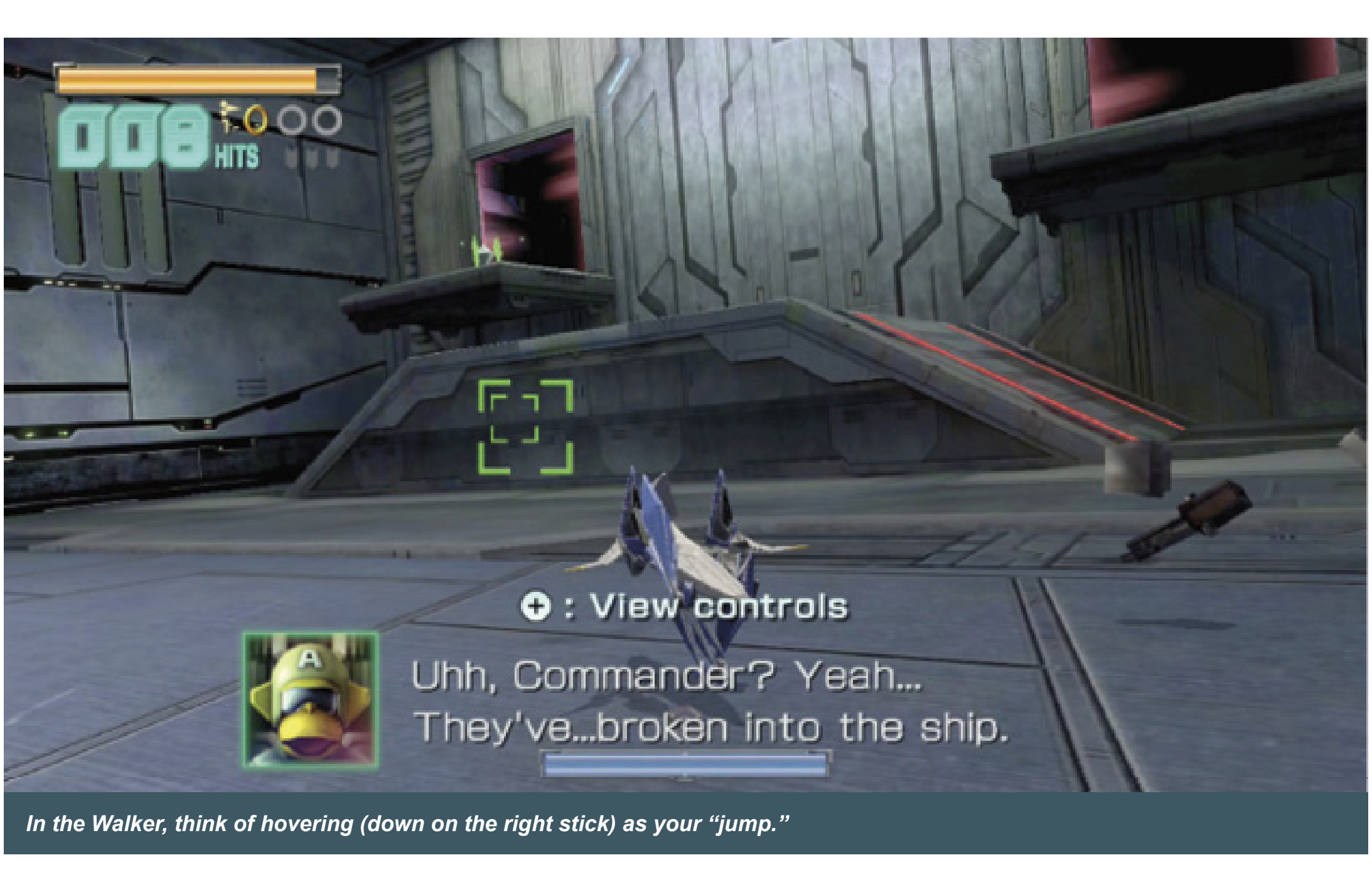
A final duo of Trivolt drones tries to physically block the open hangar door leading inside.

Sector α - Frenzied Firefight

Phase 2: Infiltrate the Enemy Warship



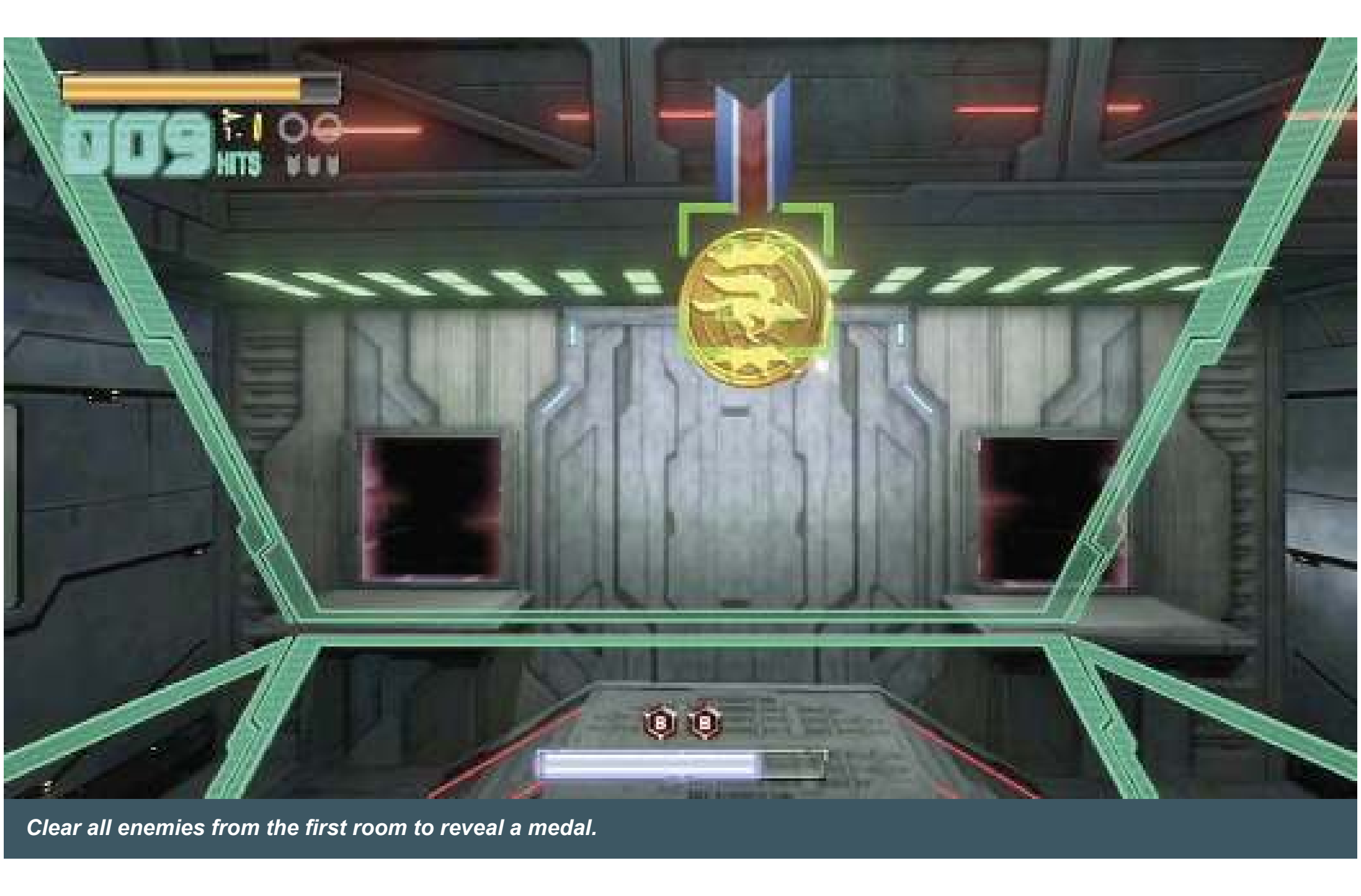
8 Just inside the ship, you'll fly briefly through a hangar deck stacked with spare enemy vehicles before landing in a large room inside the ship. You can get +10 hits if you destroy all of the spare enemy vehicles as you pass through the hanger deck. Use a bomb to get most of them and brake to shoot the rest. Inside the ship, the Arwing automatically transforms into Walker mode. If you didn't infiltrate the Androsa station at the end of the first mission, this may be your first experience behind the Walker's wheel. The Walker allows for agile movement in confined spaces, something that's obviously not the forte of a jet.



Uhh, Commander? Yeah... They've...broken into the ship.

In the Walker, think of hovering (down on the right stick) as your "jump."

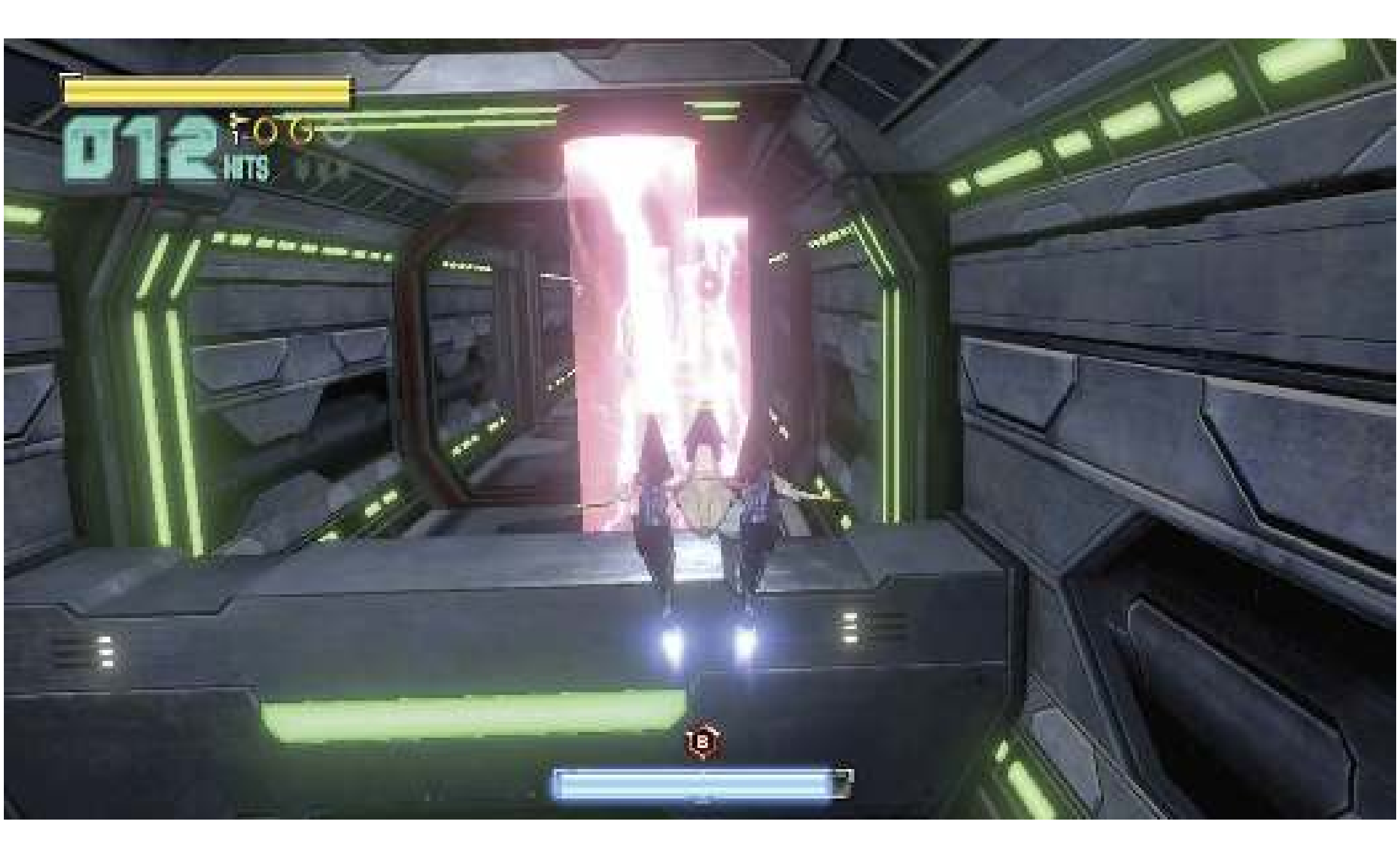
Cockpit view still works the same, so you can use the Wii U GamePad controls to look around this room and mop up the Chiritori drones and Mono-Roader wheeled vehicles here. Ramps and raised platforms on either side allow you to get used to hovering with the Walker. You can hold down on the right stick, what would normally be braking in the Arwing, to jet upward a little bit, but you can't gain height indefinitely. Hovering also depletes boost meter, so you'll have to ration it while hovering from place to place, alternating periods of hovering while moving forward with periods where you allow the Walker to fall briefly while the meter refills.



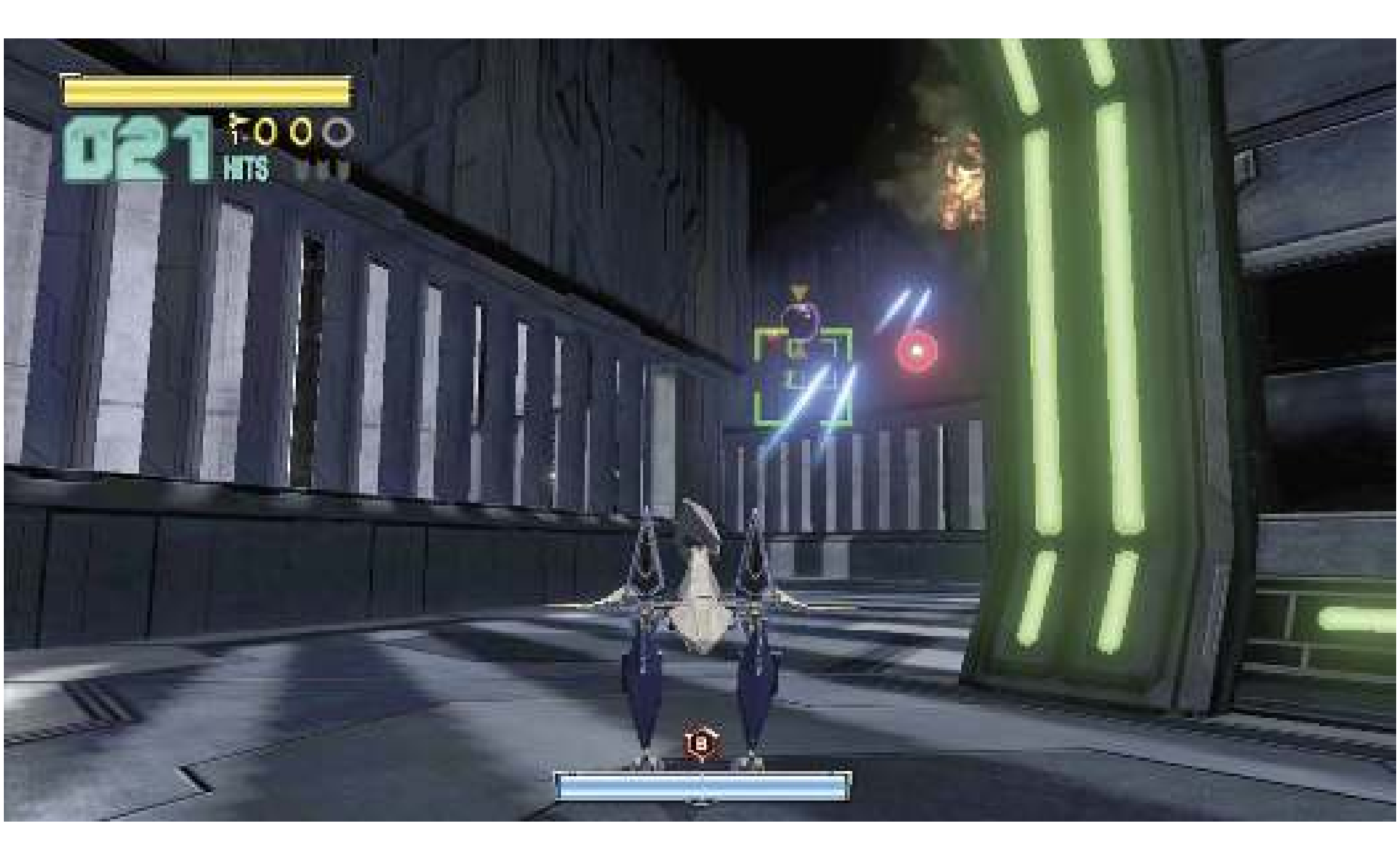
Clear all enemies from the first room to reveal a medal.

Use this chamber to get acclimated to Walker mode, and to unearth one of this mission's secrets. Don't miss the laser upgrade on the upper-right ledge relative to the starting point. If you clear every enemy in this room, including some Chiritori units stuck into the ceiling recess, a medal will appear in the space above the middle of this room. To get to the floating medal, climb one of the platforms on either side, then hover across, grabbing the medal on the way.

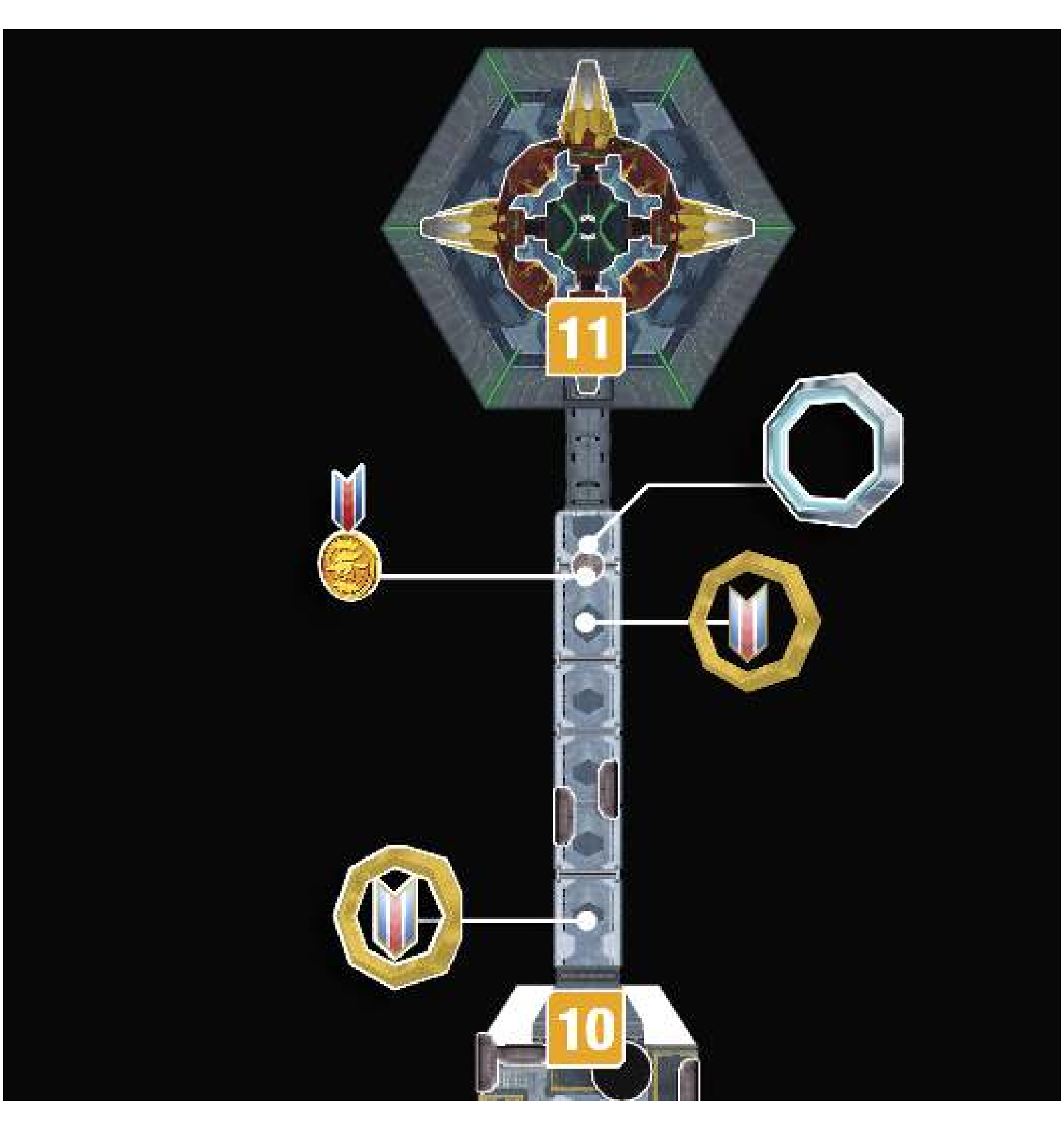
9 Once you approach the door leading out of the room, it opens automatically and reveals two hostile Mono-Roaders. Destroy them immediately and one leaves behind a gold ring.



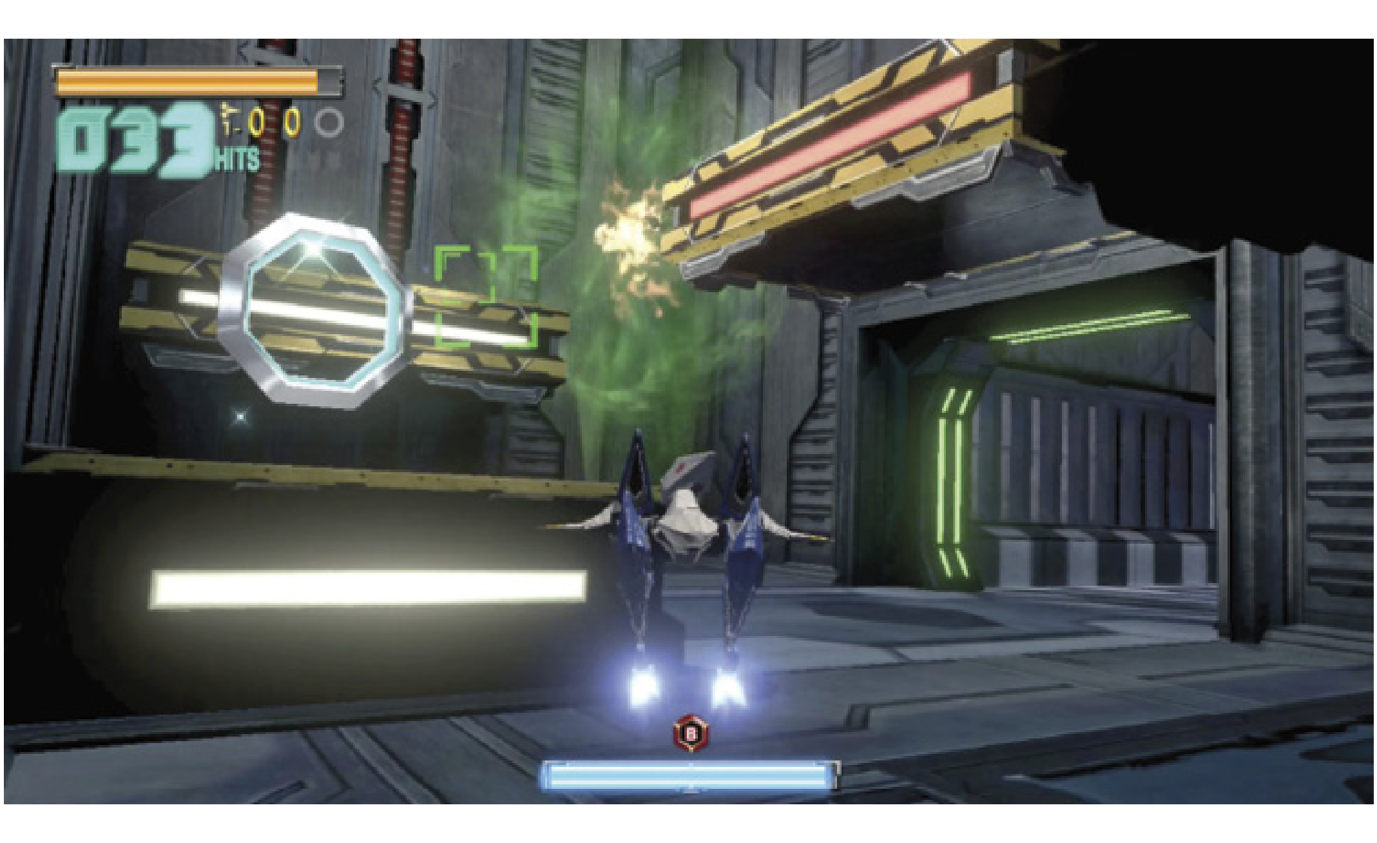
The hallway ahead further tests your Walker maneuverability, as a low wall forces you to leap over with hover jets, while dangerous lasers cut back and forth in the hallway. Chiritori drones also scour the walls on either side, and periodically shoot at the Walker. Pushing the right stick up for a dash can be useful to race quickly past sweeping lasers. Keep hovering in place in mind too when engaging in firefights in the Walker, like against these Chiritori. You can avoid a lot of incoming fire just by hovering irregularly, causing enemies to continually aim at you either too high or too low.

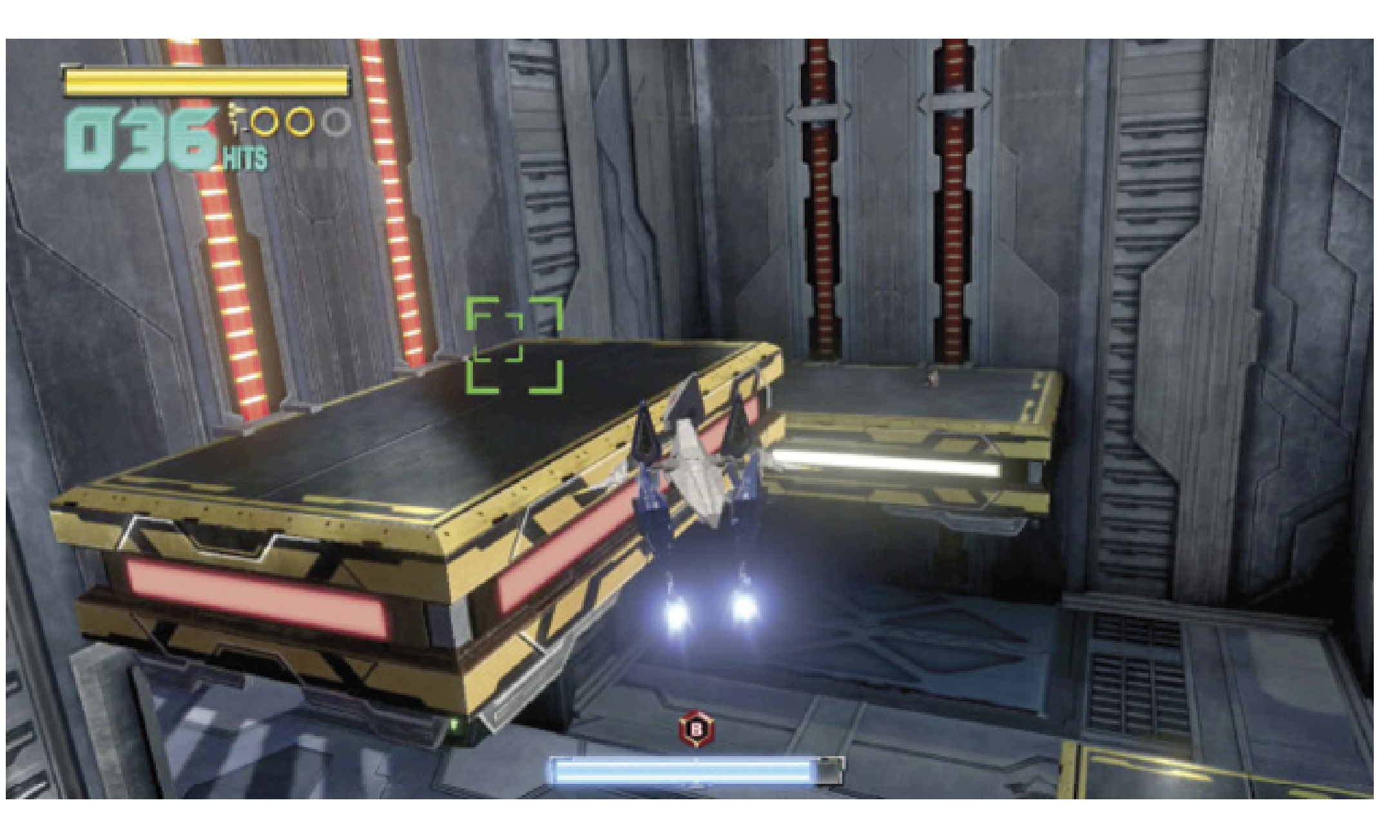


Leaving the laser hallway, you'll find a curved hallway lined with slats on either side, and crawling with Mono-Roaders and Chiritori units. Blast the enemies in the hallway. Several Chiritori behind the slats on either side of the hallway are harmless. If you're going for max hits, go ahead and shoot through the gaps to clean up all the drones, harmless or not. Watch for fresh enemies as you come around a corner in this hall, advancing into a vertical chamber ahead.



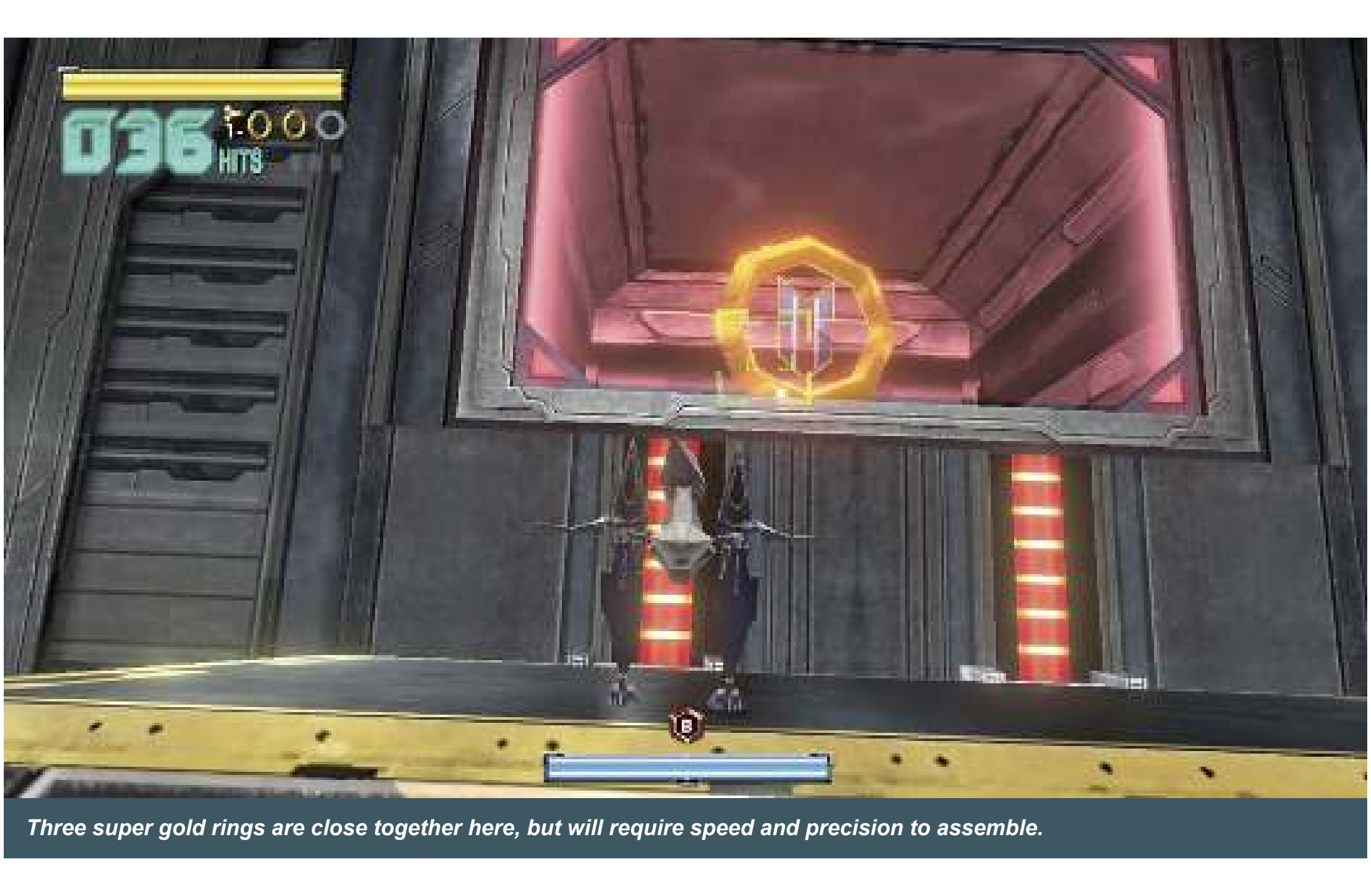
10 In a vertical shaft crawling with Chiritori drones, you'll have to ascend here by using the Walker's hover function to hop from platform to platform.



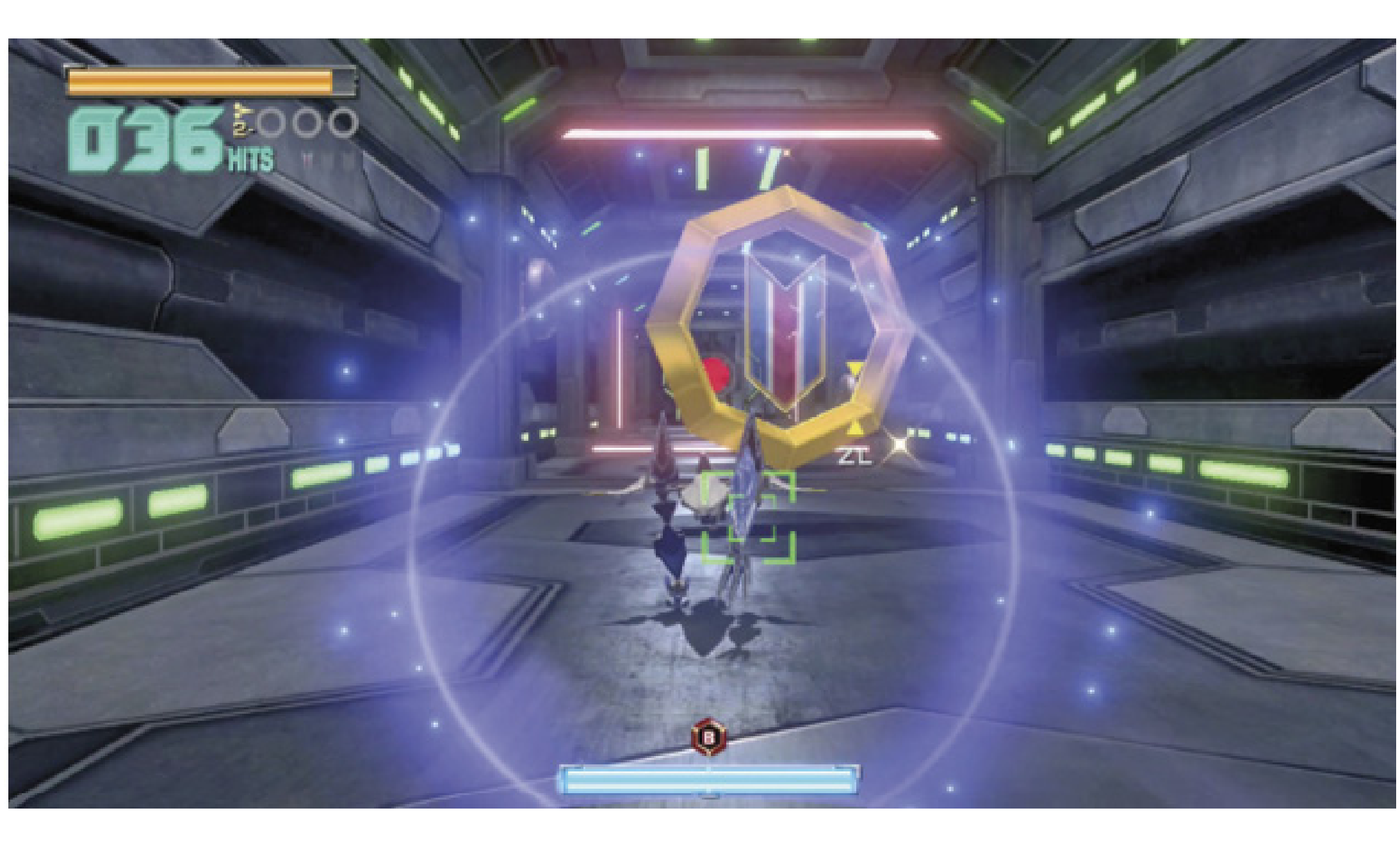


Midway up the wall, one platform is set onto a track in the wall. Standing on it triggers the platform to move upward, like an elevator. At the top, a rotating laser barrier periodically blocks access to a super gold ring here, the first of three on the mission.

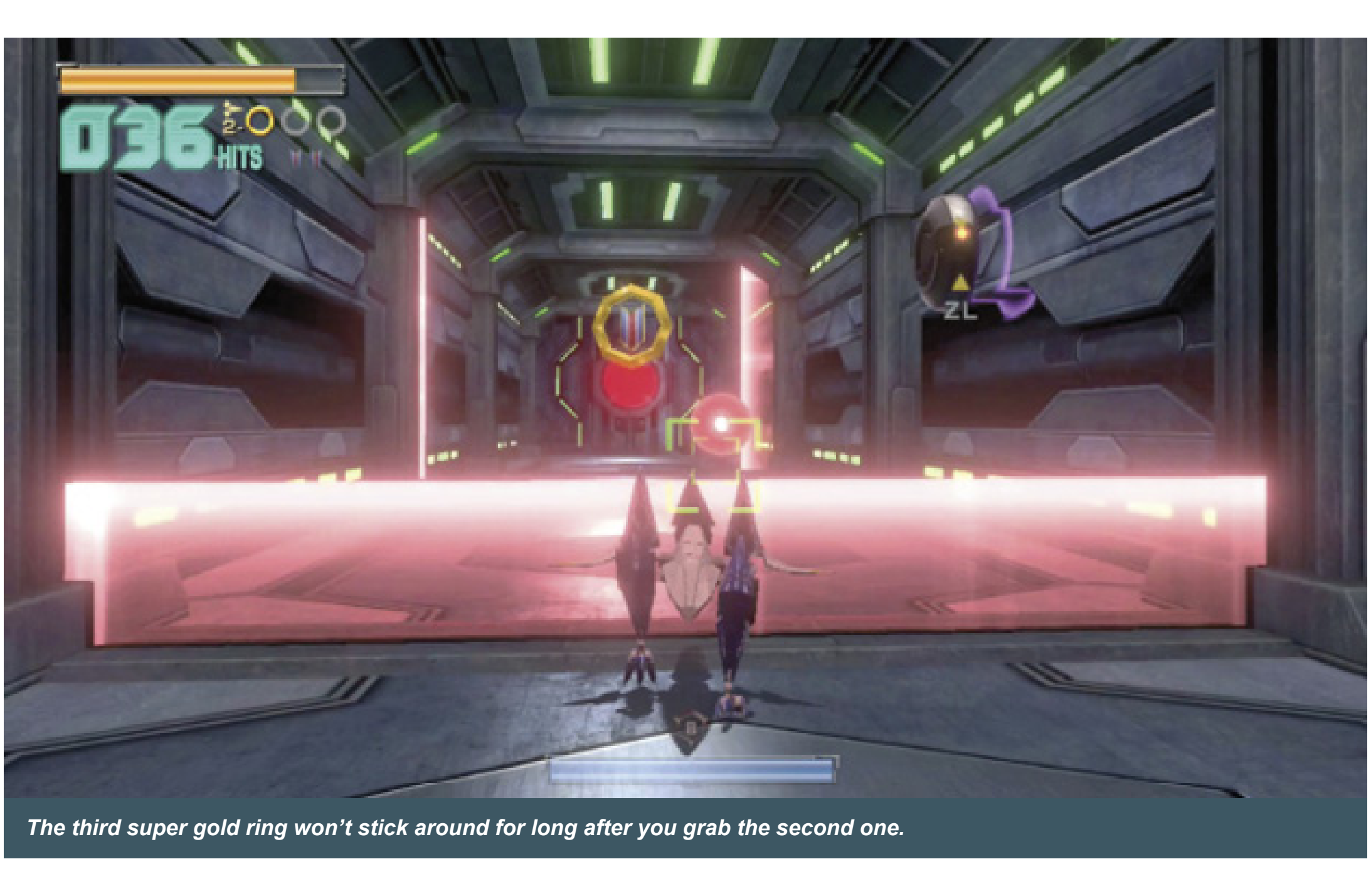
Grab the super gold ring and hop out of this alcove when the laser field withdraws, floating down to the hallway on the opposite side. Here, several rotating laser fields make forward passage sometimes impossible; you'll have to wait out the force fields or risk taking damage and prolonging the blockage by running into them.



Three super gold rings are close together here, but will require speed and precision to assemble.



Having grabbed the first super gold ring at the top of the shaft, you'll find the second one here in the hallway, while moving forward among the laser barriers. The moment you've acquired this second super gold ring, the third and final one appears at the end of the hallway, with a twist—it slowly ascends into the ceiling, so in order to snag it before it disappears, quickly navigate forward through the laser barriers without much delay. This can be partially luck, depending on how you hit the timing for the rotating blockages. If you see a suitable gap seem to line up in the open periods for the blockages, you can even transform into Arwing mode and jet forward quickly.

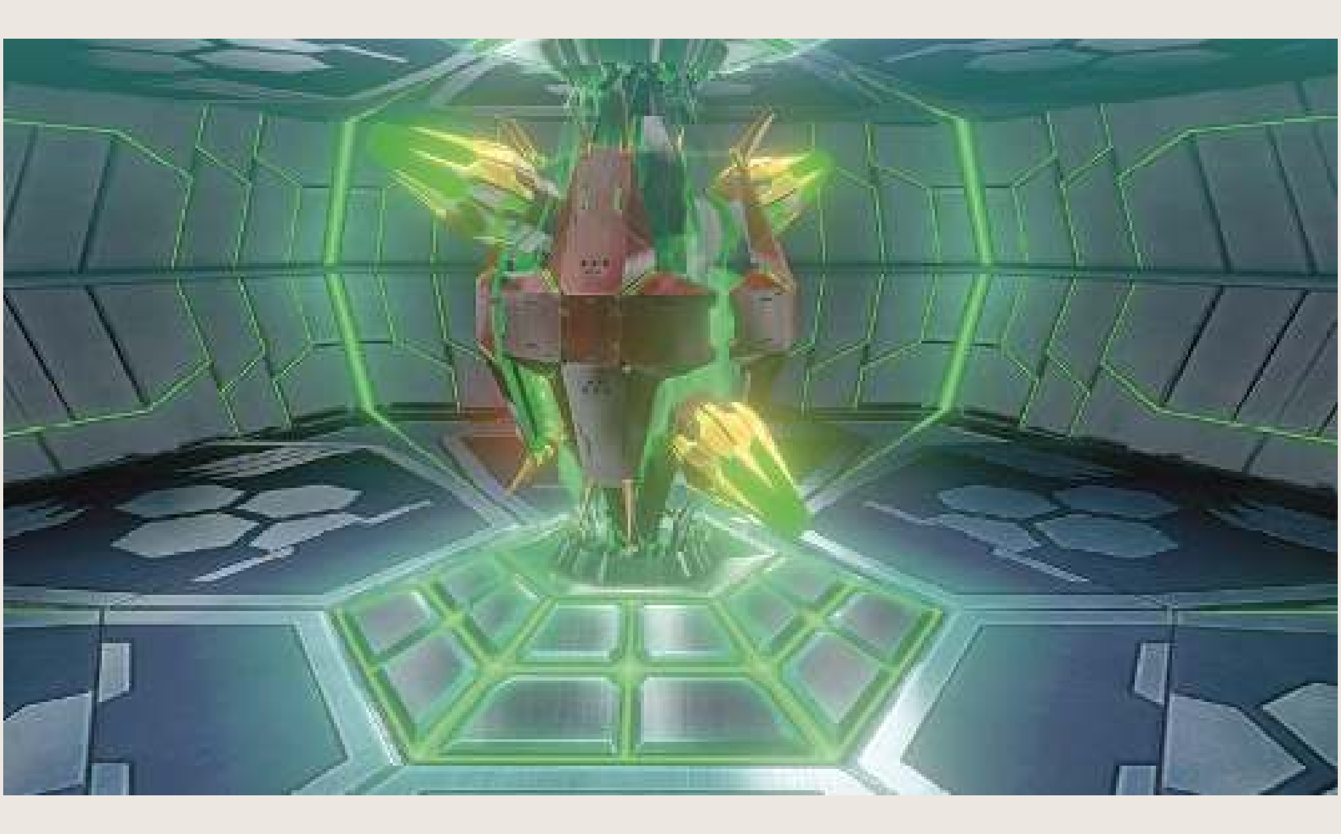


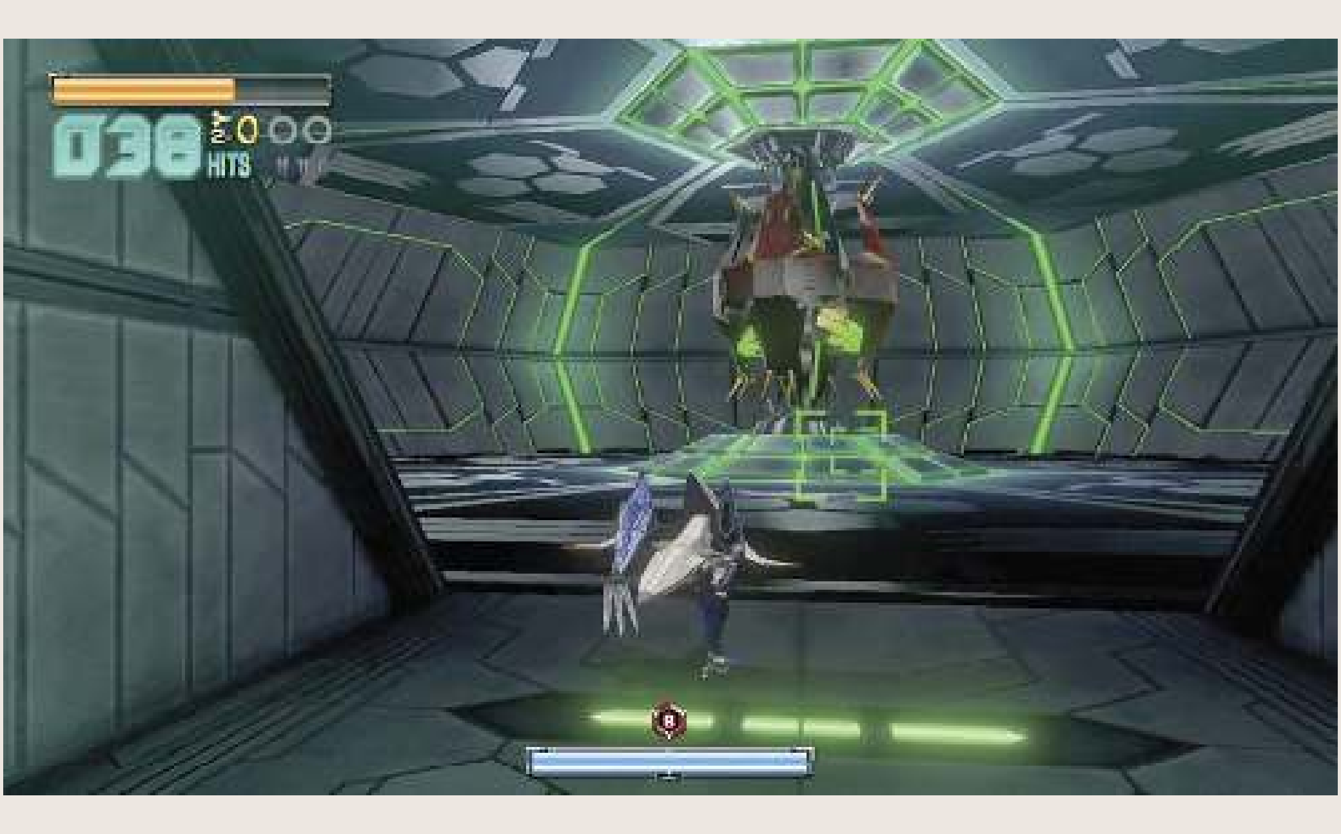
The third super gold ring won't stick around for long after you grab the second one.

Whether you're able to assemble the super gold ring medal or not, you end up at the end of the hallway, ready to blast open the red door lock and access the Salvadora core.

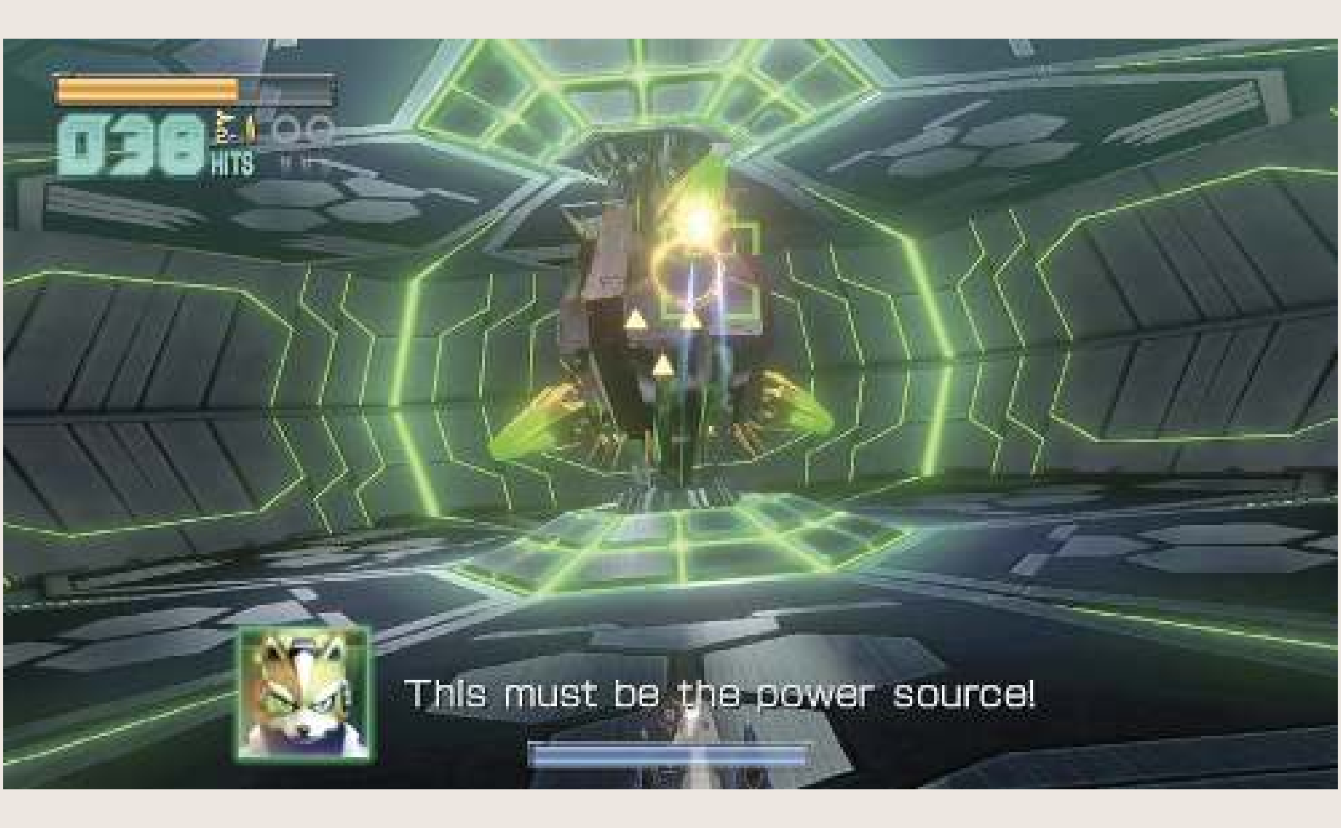
CAUTION

11 Just like the Androsa assaulting Corneria City, the Salvadora anchoring this fleet is powered by a special core.

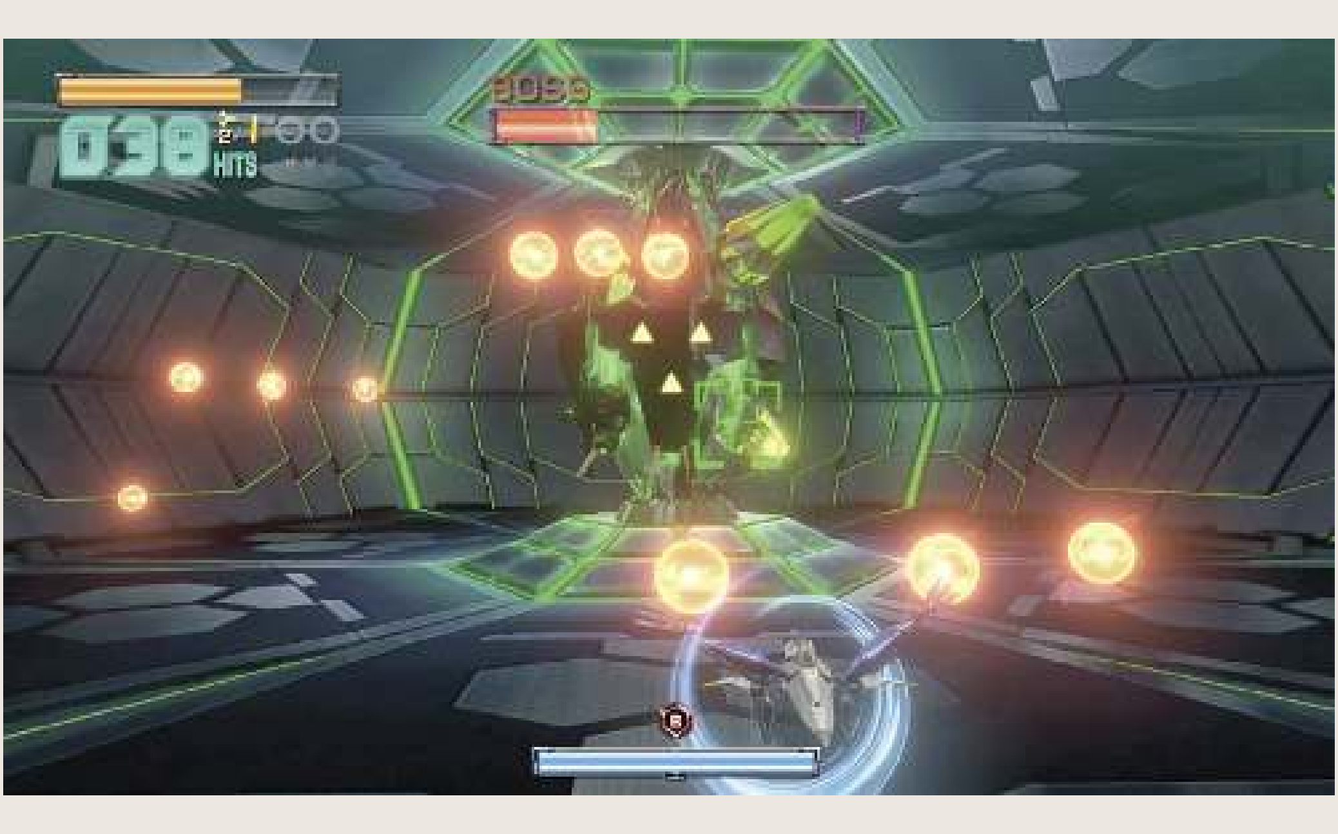




If you can disable all the shield-generating nodes on the core, you can destroy the dreadnought from within. Four nodes spin around the central shaft, spewing projectiles around the room. Get used to using the Walker form to target these weak points while sidestepping back and forth (and hopping briefly with hovering) to avoid any incoming shots. The ZL button allows you to lock the Walker's view in one direction so you can dodge while keeping the boss in your sights.



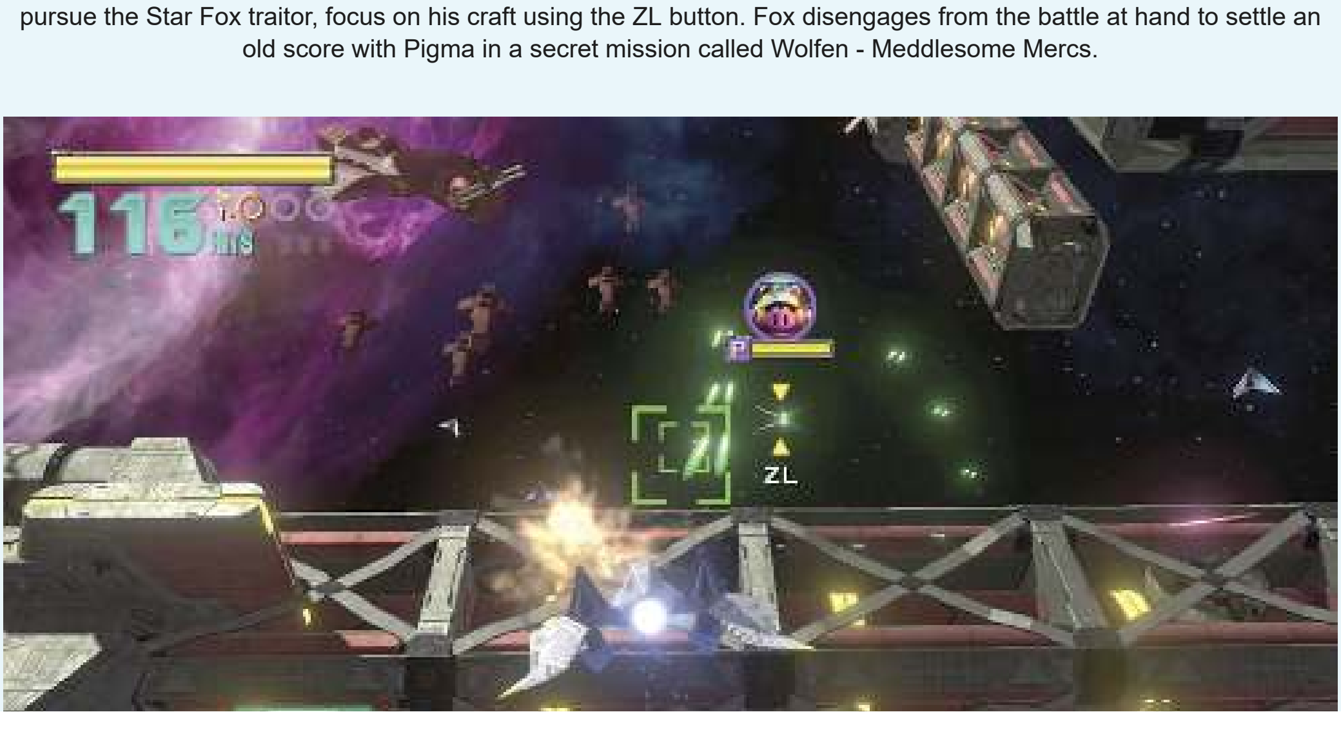
This must be the power source!



If you have any bombs left in reserve from your plunge through Andross's fleet, now's the time to cash them in—they do heavy damage to all the nodes, detonated anywhere near the pillar they're attached to. Once the final node is totally drained of shield gauge, the Salvadora's shield generator will fail. Fox exits the doomed dreadnought to rejoin his squad, and the sector is cleared of current threats.

POST-ENDING SECRET: SETTLING OLD SCORES

If you return to Sector α later on, once you've cleared every main Story Mode mission, you'll be reunited with an old friend turned mortal enemy. Pigma Dengar swoops in, piloting his Wolfen craft and taunting Fox. Pigma isn't actually trying to engage—he won't shoot at Fox, and he responds to any incoming fire by just barrel-rolling it off his fighter. To pursue the Star Fox traitor, focus on his craft using the ZL button. Fox disengages from the battle at hand to settle an old score with Pigma in a secret mission called Wolfen - Meddlesome Mercs.



Area 3 - The Key to Victory

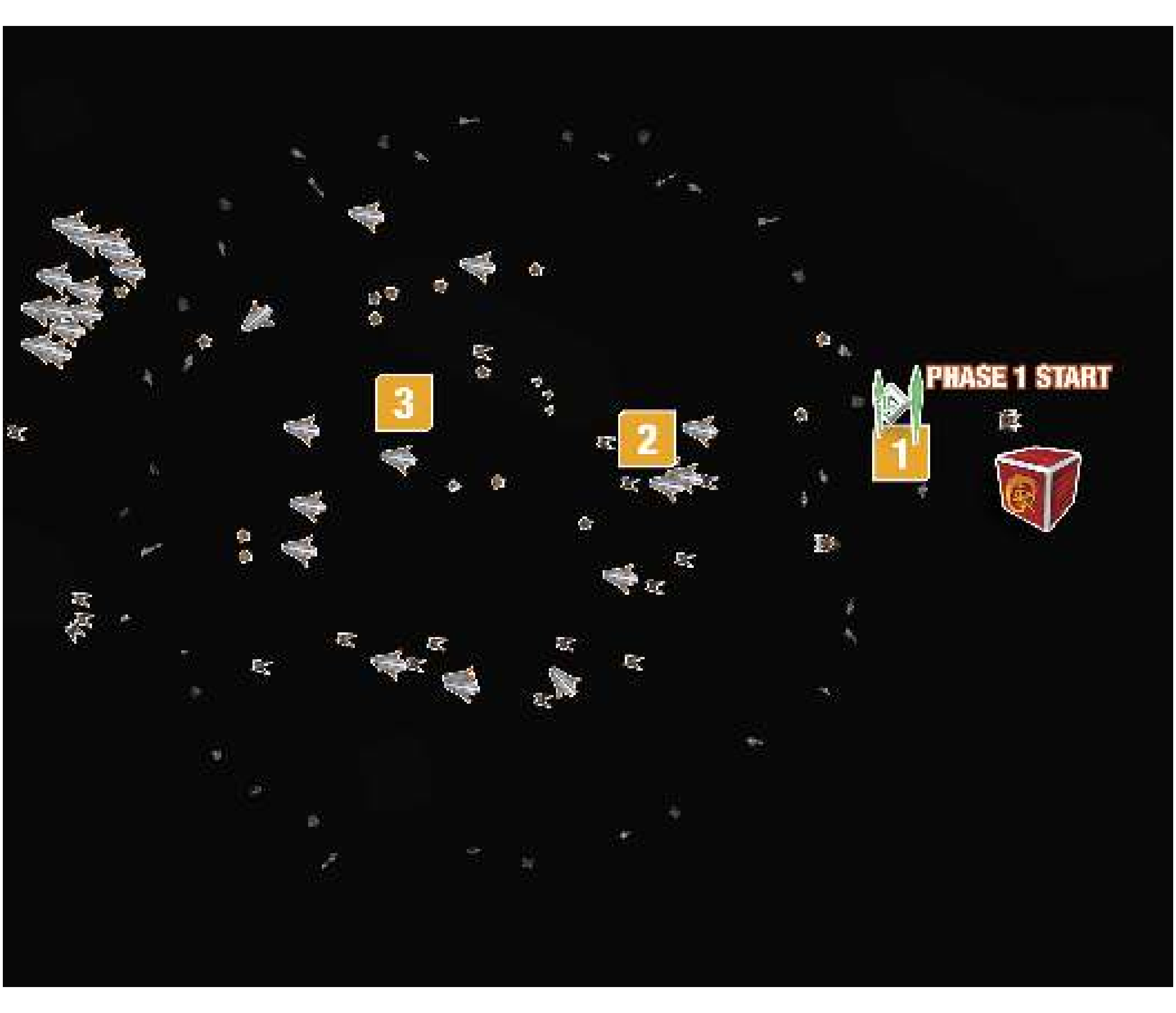
Introduction

Space Colony
Area 3
The Key to Victory

With Sector α and Corneria temporarily safe, General Pepper believes it's time to go on the offensive. Cornerian forces have captured a Venom superweapon called the Gigarilla, and they are storing it in a giant space colony called Area 3. Unfortunately, some of Venom's forces have sniffed out that something's up, and the colony is under attack! Star Fox's job this mission is to safeguard the colony and the Gigarilla.

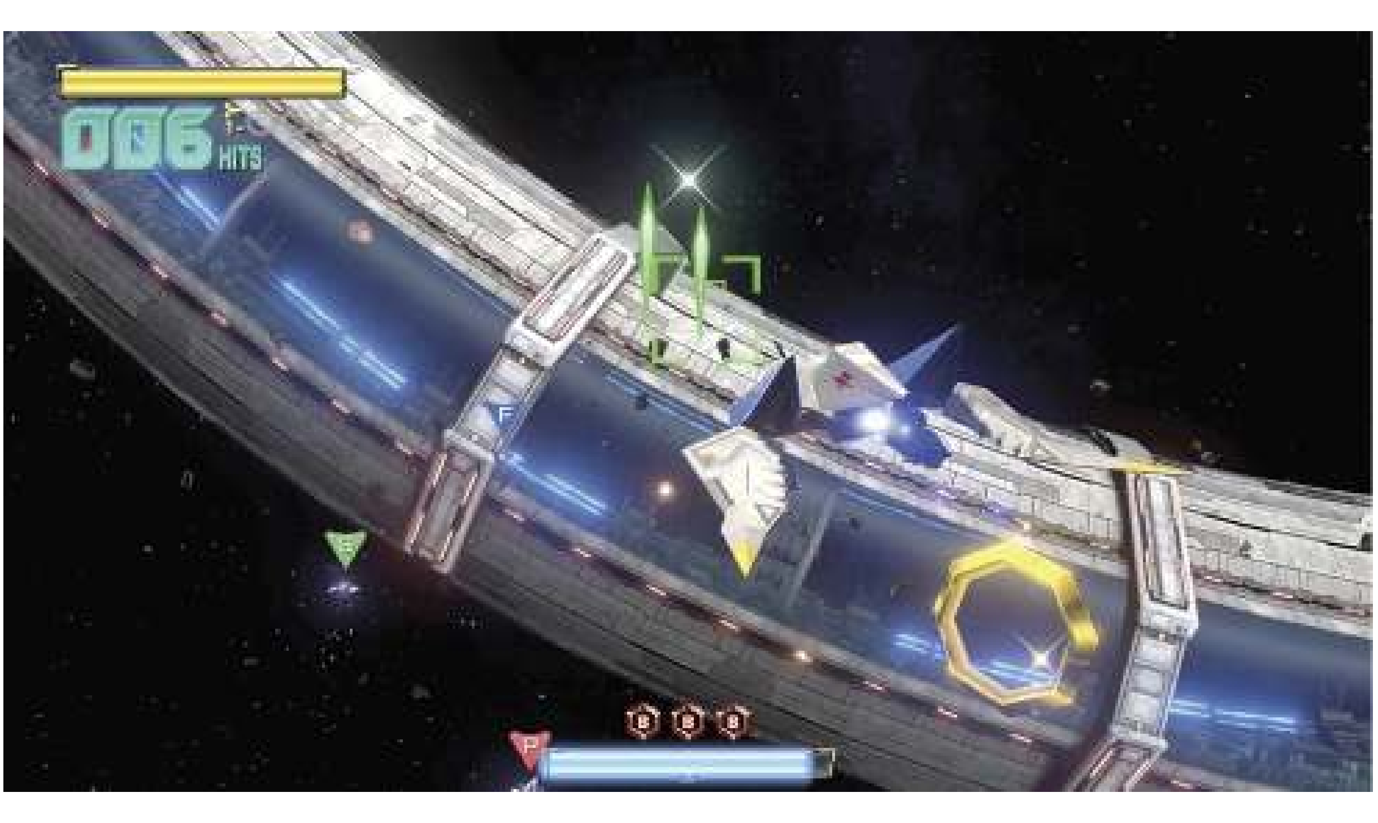
Area 3 - The Key to Victory

Phase 1: Hurry to the Colony



1 The initial, brief approach into Area 3's combat theater is in scroll mode, as the Great Fox and the Arwings slow down and assess the situation.

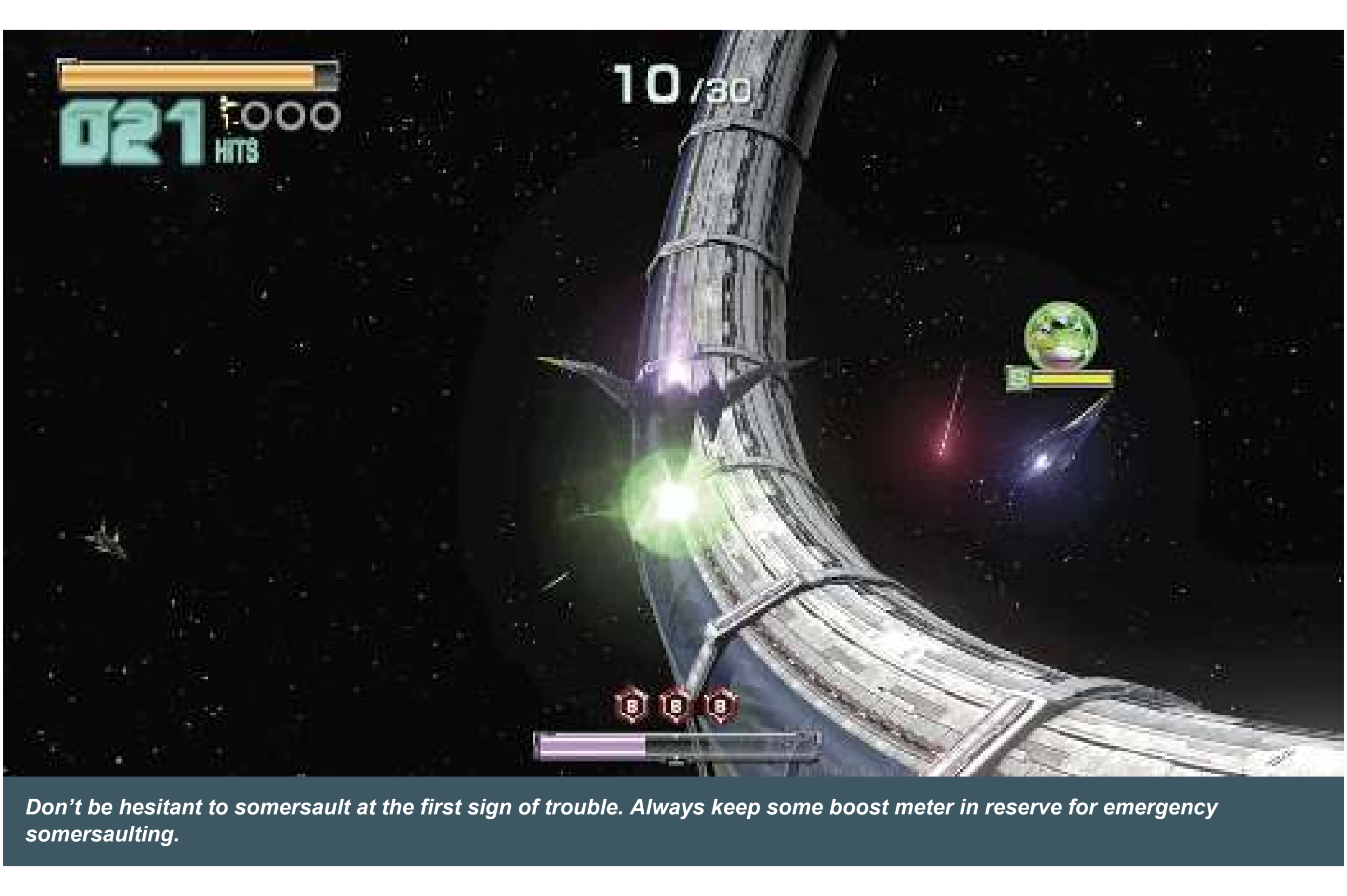
000 HITS
Whoa! The colony's completely surrounded!



Just a couple trios of enemy fighters approach during this prelude, but the first group is important, since they leave behind a laser upgrade upon defeat. Then, just after the second group of enemy fighters swoop in (who leave behind a gold ring when shot down), and destroy the rightmost piece of space debris to reveal a laser upgrade. Immediately after snagging this laser upgrade, the squad switches to free-roaming all-range mode, and the real scrum starts. Be sure to grab both laser upgrades—by the time the mission truly begins, you can already be ready to rock with hyper lasers, double lock-ons, and three smart bombs in reserve.

2 Once you're in all-range mode around the ring world, you must fight off swarms of all forms of Invaders and Venom Fighters. You often end up with a Venom fighter chasing you—maybe even several at once. You'll be cued to their pursuit in several ways: from the Arwing's audio alarm; from wingmates informing you you're under attack; and from third-person view, where pursuers will be seen up-close chasing the Arwing.

021 HITS
10/30



Don't be hesitant to somersault at the first sign of trouble. Always keep some boost meter in reserve for emergency somersaulting.

026 HITS
14/30

You can somersault, spending half the boost meter on a loop that turns the tables on pursuers. You can also brake hard, perhaps causing chasing units to fly past. You can also transform into Walker mode, even in space, perhaps also causing flying units to fly past and allowing you to shoot them down hovering in the Walker as a temporary turret.

030 HITS
18/30
Fox, get this guy off me!

Along with dozens of Venom space fighters, space out here has occasional bits of debris floating about. Destroying these pieces of ancient satellite sometimes reveals silver rings, helping keep your Arwing in good shape.

031 HITS
19/30
Not you too, Fox!

You can find allies who need assistance by following their character indicators. Locate threatened friends, and then pick off any units harassing them.

Your initial goal here is to take out 30 of the Venom craft. Since you can see a half-dozen Venom fighters any direction you look, even just spinning and firing twin lasers or locking on and releasing charge shots more or less at random will result in Andross's forces taking some losses. Just beware that they'll all be gunning for you, Peppy, Slippy, and Falco too. Be ready to somersault out of trouble at a moment's notice. Also be ready to help out your wingmates if they bite off more than they can chew. You don't want someone chased off this early into the mission and unavailable to contribute firepower (and hit score bonus) later on.

3 Once you've destroyed 30 hostile spacecraft, Pigma Dengar shows up to take matters into his own hooves. Pigma was once a member of Star Fox himself, but turned his back on Fox's father years ago, selling them out and leaving them for dead. You might say Star Fox has a bone to pick with him.

Star Wolf Pilot
Pigma

Now, he's with Star Wolf, flying their superior Wolfen fighter. Pigma taunts Fox that his craft is better, and he's right—the Wolfen is capable of much tighter turns and more jarring changes of speed than the Arwing. Wolfen craft can perform somersaults, barrel rolls, and U-turns just like Arwings, but their maneuvers are faster. From almost any position, it's possible for Pigma to quickly maneuver so that he's unexpectedly behind the Arwing, Fox in his sights.

Somersaulting to turn the tables is crucial to dogfight success.

When Pigma does end up behind you, somersault to put him into your view and get off a charge shot or laser volley. You can also take a hard, braking turn in one direction, while turning your view outward to the max, to see if you can get a sidelong angle on him for continuous fire.

057 HITS
You can't beat me!
I've got a better ship.

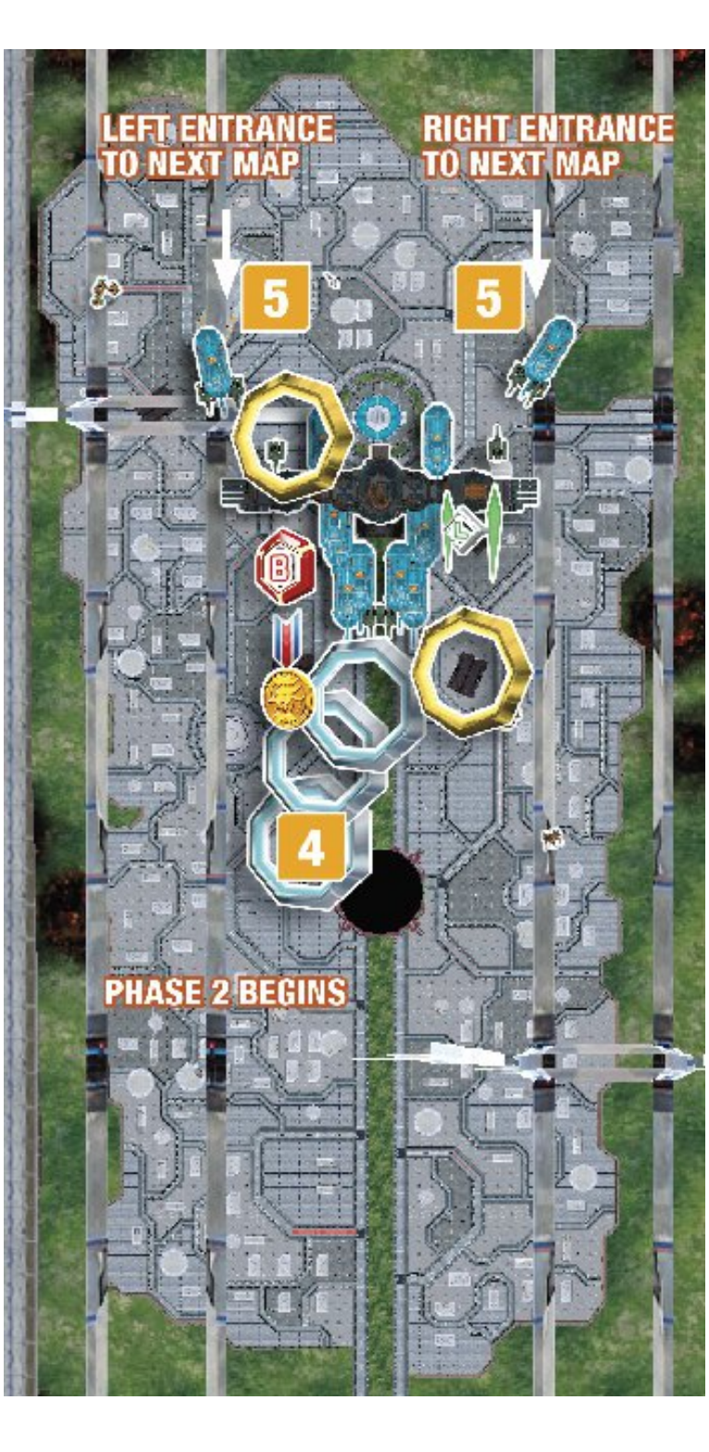
The fastest way to defeat opposing aces is old-fashioned crack shooting.

057 HITS
Press and hold ZL : Use target view

057 HITS
Press and hold ZL : Use target view

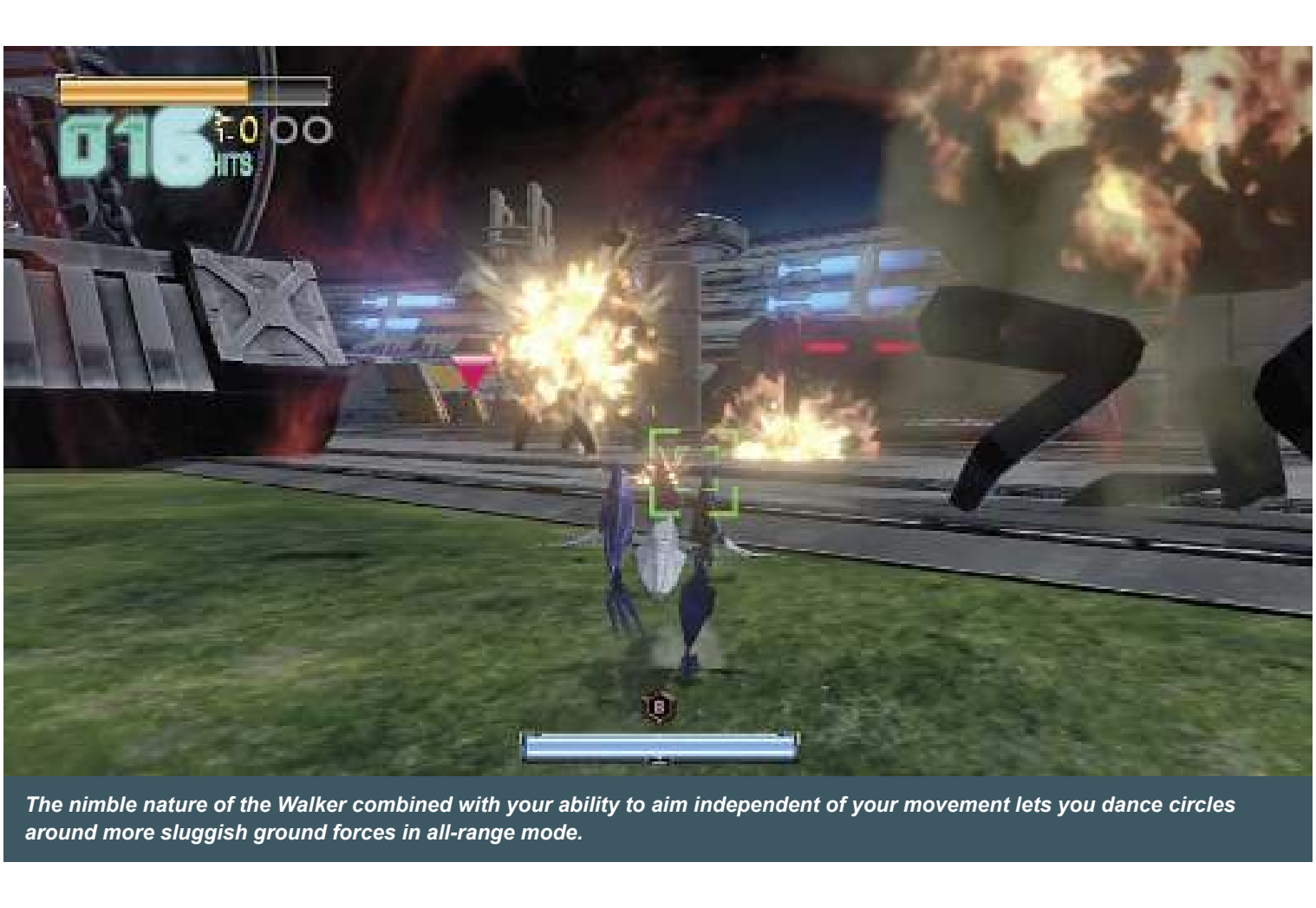
Area 3 - The Key to Victory

Phase 2: Activate the Gigarilla

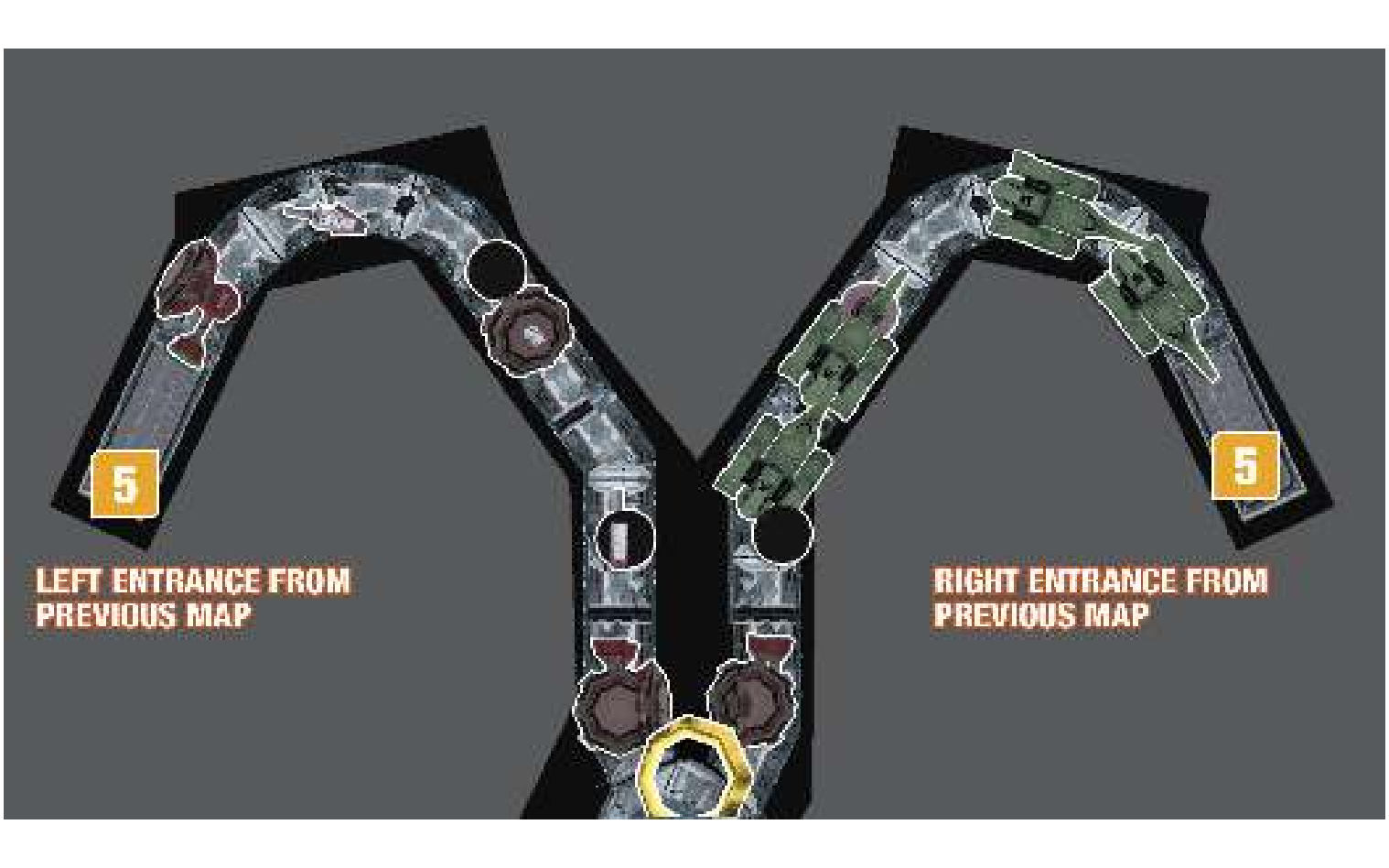


4 A battle rages “indoors” inside a vast interior section of the colony. The Gigarilla is a hulking form deactivated and restrained here, surrounded by Andross’s heaviest ground forces. They can’t reactivate it, but neither can friendly forces, not without some specialized vehicle that can hack into the central control tower behind the Gigarilla itself, in order to restore power to the colony. That’s naturally where Star Fox comes in. While your wingmates stay above, keeping the peace in the skies of the colony, you’ll have to find some way into the belly of this section, searching for a special vehicle to activate the Gigarilla.

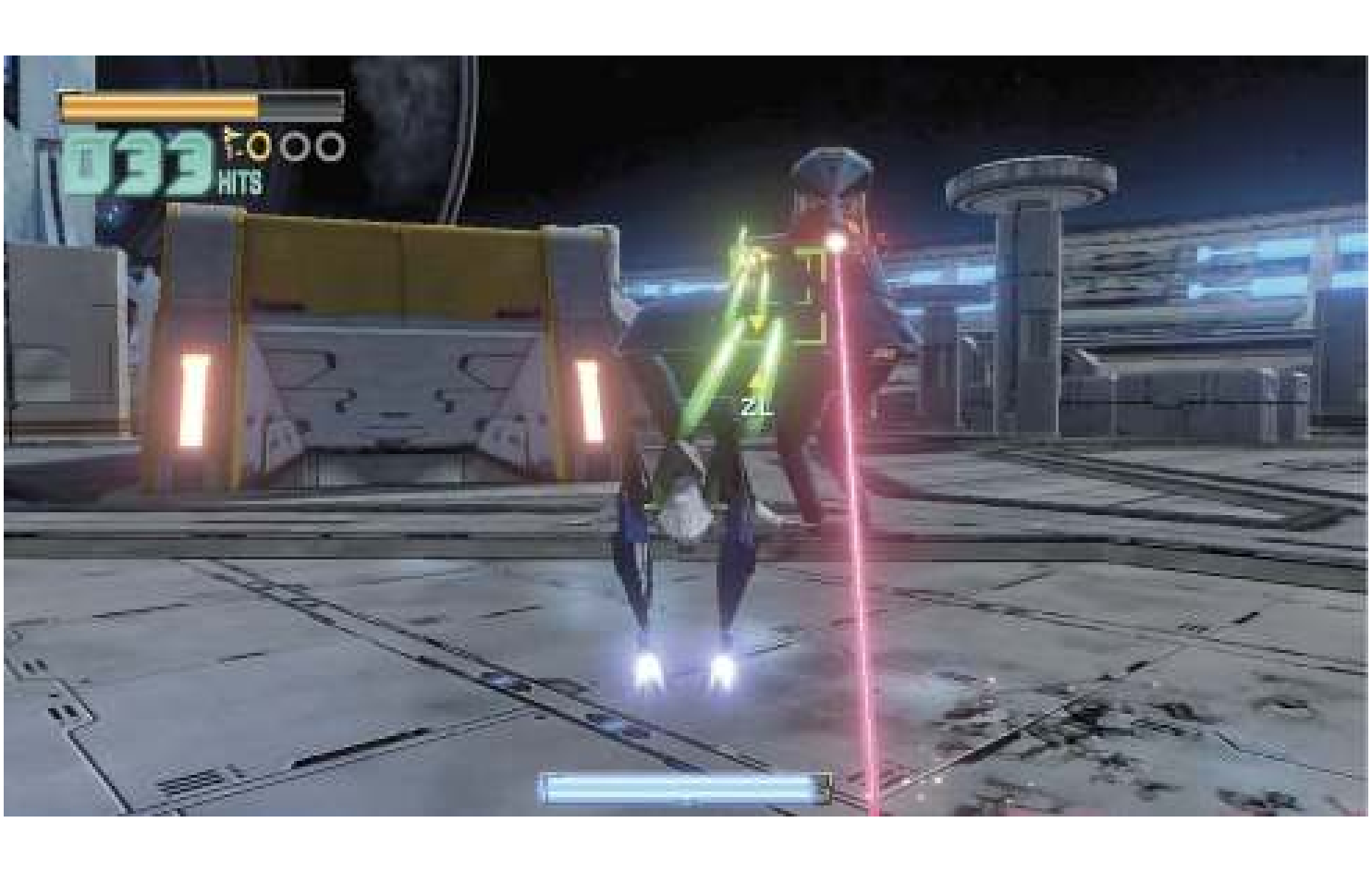
The Arwing automatically swaps to Walker mode to aid with colony exploration. You aren’t limited to Walker mode though. You can immediately swap back to Arwing if you like, perhaps to quickly fly behind the large Alpaca tanks before transforming to Walker mode and destroying them from behind. There are also some flying units flitting about in the colony, if you want to shoot them down quickly with the Arwing before exploring further in. (Of course, you can also shoot down bogeys from the Walker on the ground by aiming upward with lock-on.) The Alpaca Tanks, smaller tanks, and flying units in here all add toward your final hit total. Many groupings of ground forces, four-legged Alpacas and the normal treaded variety, make excellent targets for a smart bomb, especially whenever multiple Alpacas stand close together. Otherwise, they make very hard targets, even more resilient to direct laser fire than Colby battleships! You can blast them down, but it takes several seconds of your full attention.



The nimble nature of the Walker combined with your ability to aim independent of your movement lets you dance circles around more sluggish ground forces in all-range mode.


5
5
LEFT ENTRANCE FROM PREVIOUS MAP
RIGHT ENTRANCE FROM PREVIOUS MAP

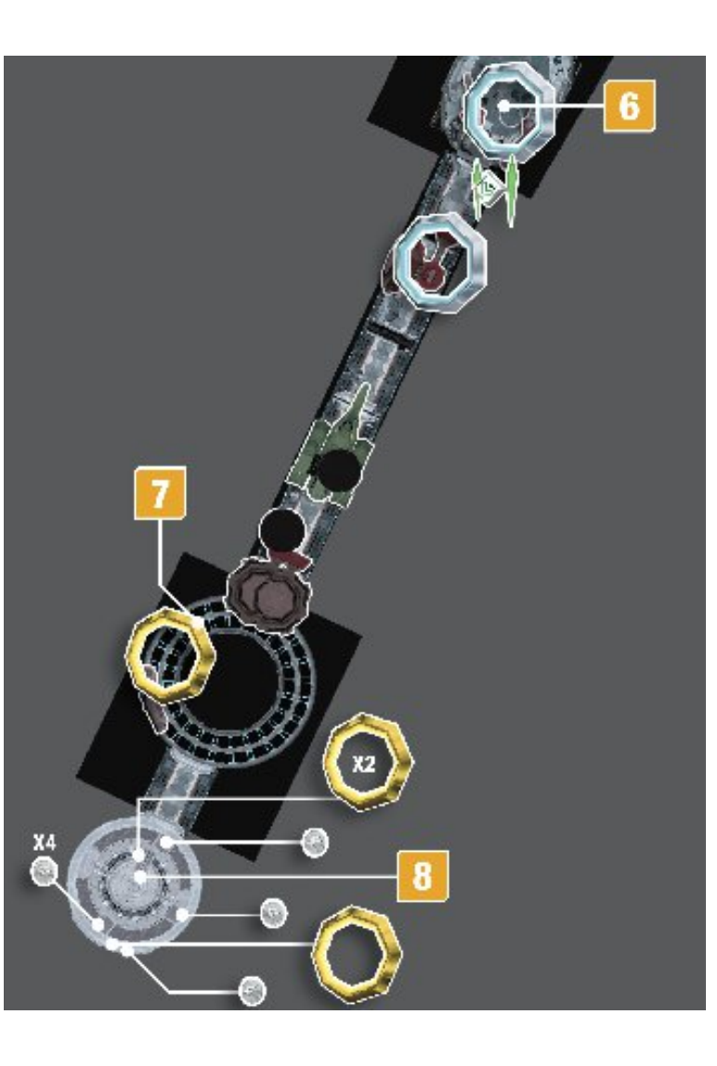
5 Beyond the slumbering Gigarilla and the tall control tower, you find a large duct on either side, both of which lead down into the colony’s substructure. Both passages are guarded at the entrance by an Alpaca Tank and smaller ground forces.



Down the left passageway, you must pass quite a few wall turrets. Individually, these targets are very fragile. But when there are more than one firing at you while you’re trying to navigate the stage, they can prove an unexpected drain on your shield gauge. Down the right passageway, you immediately get up close and personal with a tank brigade.

These sturdy pieces of artillery shoot dangerous bursts of bullets with great accuracy and take more than one charge shot to destroy. Be ready to sidestep laterally around incoming projectiles, or to hover above them, while returning fire at the tanks.

Broken, automatic doors still trying to operate in blocked tracks provide a variable obstacle in places as you wade through tanks or turrets.



6 Finally, at the end of the curving hallway, whichever direction you chose, you arrive at a door that opens to a large curved room, containing two piston-like mechanisms in the middle. Treat these like platforms, hovering on top of them to get enough height to hop to the floor above.

Before moving on to the raised hallway, turn back and grab a gold ring suspended above where you came from. Of course, note the several Chiritori and Mono-Roader attackers in this room, who attempt to interfere with your platform-hopping.

The raised hallway ahead contains a turret and a tank, before a switch in the ground. Standing on this button flips open the door ahead, revealing two pre-firing turrets. Quickly reposition to avoid their bullets and take them out so you can safely move forward, hovering to hop over the raised door.

7 The rotating floor here forces you to deal nimbly with the variable laser fields ahead. Walking into a laser field (or getting knocked into one by enemy fire) damages the vehicle, along with immobilizing it for a moment.

This curved hallway has a few aggressive Chiritori drones along its walls, so quickly take them out with charge shots before their fire knocks you around at an inopportune moment. Sidestep around the vertical laser strips, and hover over the laser fields extending across the whole floor. Once advanced far enough forward in the hall, you find the door out of this chamber. Shoot it open and proceed to find the solution General Pepper requested.

8 The Gyrowing is a tactical vehicle with a lower profile than other Star Fox craft. Using this versatile hovercopter, the right stick controls altitude and turning. The left stick controls movement forward and backward, and strafing left or right. The Gyrowing is a little closer to the Walker in terms of control orientation that way, with turning the vehicle in place handled by the right stick. (With the Arwing or Landmaster, the left stick handles turning while the right stick handles tilt.)

The Gyrowing comes standard with a version of the twin laser, though it’s slightly weaker than the twin laser on the Arwing or Walker. The Gyrowing’s lock-on function produces a small homing missile—a single-shot version of the Landmaster’s multi-lock-on triple charge missile.

This launch silo is currently sealed off from the rest of the colony, so you have a moment to get used to the Gyrowing’s movement, and to try out Direct-i, the Gyrowing’s on-board AI helper. Release this little droid with the transform button, at which point you take control of it via cockpit view. If you use the GamePad to look down, you even see Direct-i’s little pincer-hands spinning. Direct-i is also equipped with a laser, but this is a last resort. The droid’s primary purpose is hacking. Exposed green terminals can be exploited by Direct-i, leading to various outcomes depending on the terminal.

You may complete an objective, open a secret door, or disable some enemy defense, among other possibilities. The droid’s smaller size also allows it access to passages the Gyrowing doesn’t fit into.

Descend near a gold ring and two medal tokens are visible, tucked behind a transparent barrier. Deploy Direct-i and walk it under the glass to collect each pick-up. Once you’ve accomplished whatever you need to do with Direct-i, you don’t have to manually trudge back toward the Gyrowing—you can simply hit the transform button to reel the AI unit back in and return to regular Gyrowing controls.

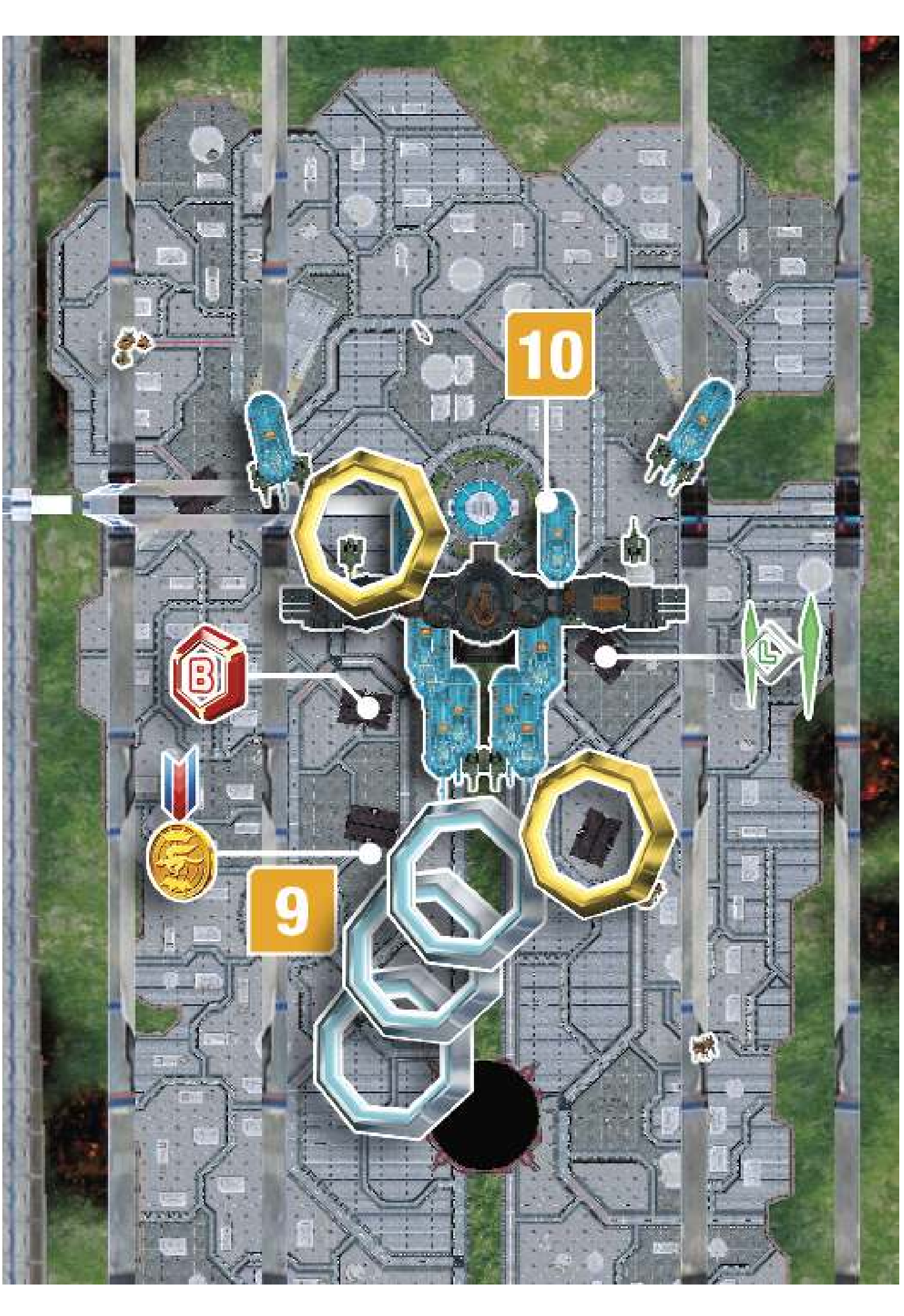
Before ascending, note that giving the Walker a friendly parting shot reveals a secret ring. On the way up the silo shaft, find a couple ledges, each containing three medal tokens. Hover over these ledges and deploy Direct-i to scoop up the collectibles.

Direct-i can hack into computer systems.

Medal tokens are an alternative to super gold rings on some missions. Collecting all 10 medal tokens automatically unlocks a secret medal upon successful mission completion.

A : Lower Direct-i
Direct-i can hack into computer systems.

A third ledge up the passage contains two more medal tokens (the final two towards collecting the medal) and a green, glowing terminal. When piloting the Gyrowing, these green terminals are opportunities. Walk Direct-i into the terminal to initiate the hack, which opens the silo doors here, letting you return to the main colony chamber in the Gyrowing.



9 You emerge to Andross’s troops trying to steal the Gigarilla through sheer force. The superweapon is being slowly dragged toward a teleporter around where you first entered the colony.

Access the tower to restore power to the colony.

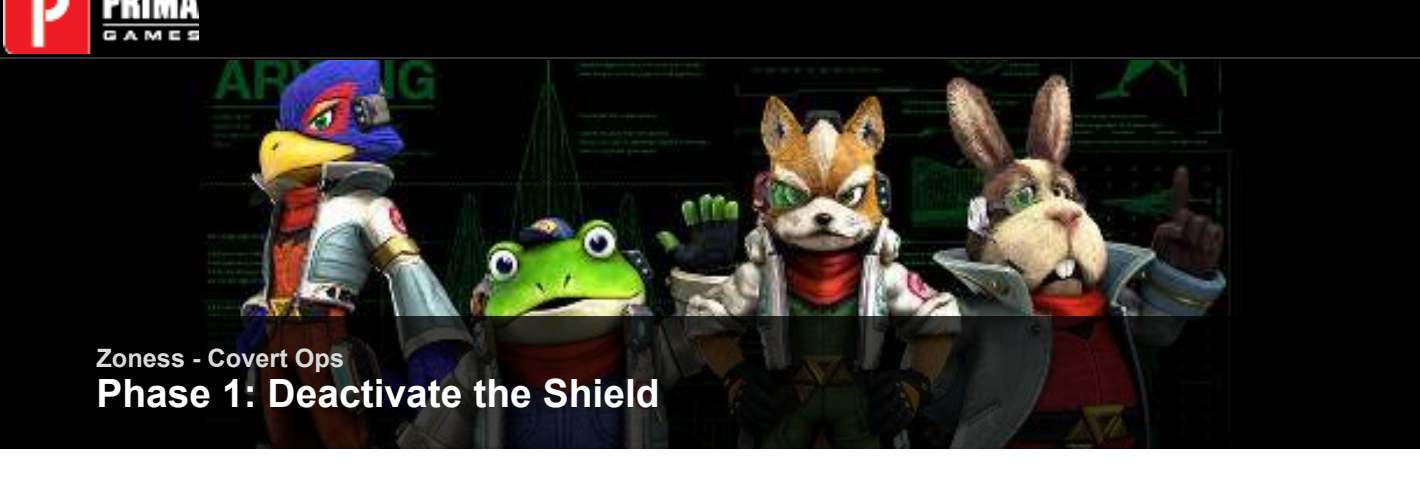
Even if you cleared out all the Alpaca Tanks and smaller units before descending to retrieve the Gyrowing, there’s a fresh contingent of hostile forces saturating the area. This includes Alpaca units, smaller tanks, and flying forces.

Zoness - Covert Ops

Introduction

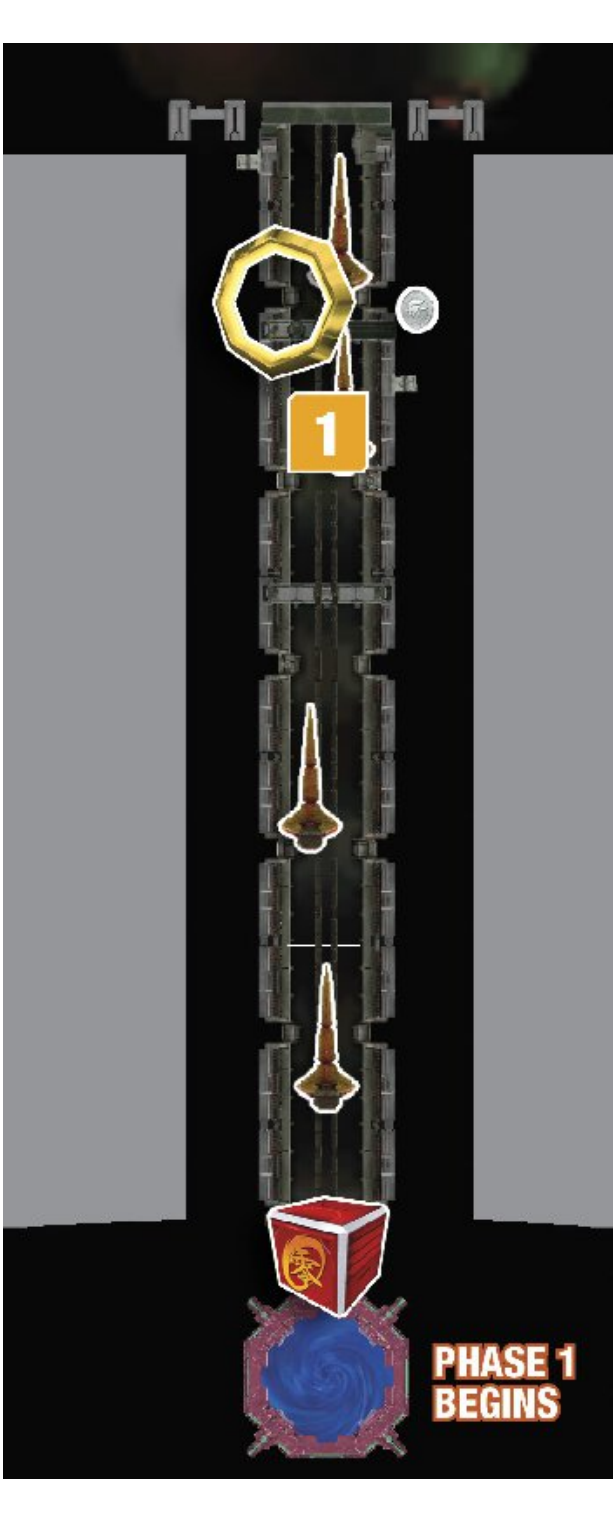
The teleporter in Area 3 was quite a surprise, and Fox takes a big risk flying into it. If Andross can now teleport units, that helps explain how he was able to invade Corneria City. Through the teleporter in the Gyrowing, Fox ends up on Zoness, the site of an abandoned Cornerian base now occupied by Androssian forces. It should go without saying that the forces from Venom are not putting the old base to good use—to the contrary, they appear to be using it to manufacture bombs! Andross clearly didn't anticipate anyone coming back through the teleporter in this direction, so it's time to do a little reconnaissance. Fox has no assistance on this mission, so don't expect Peppy, Falco, or Slippy to watch your back.

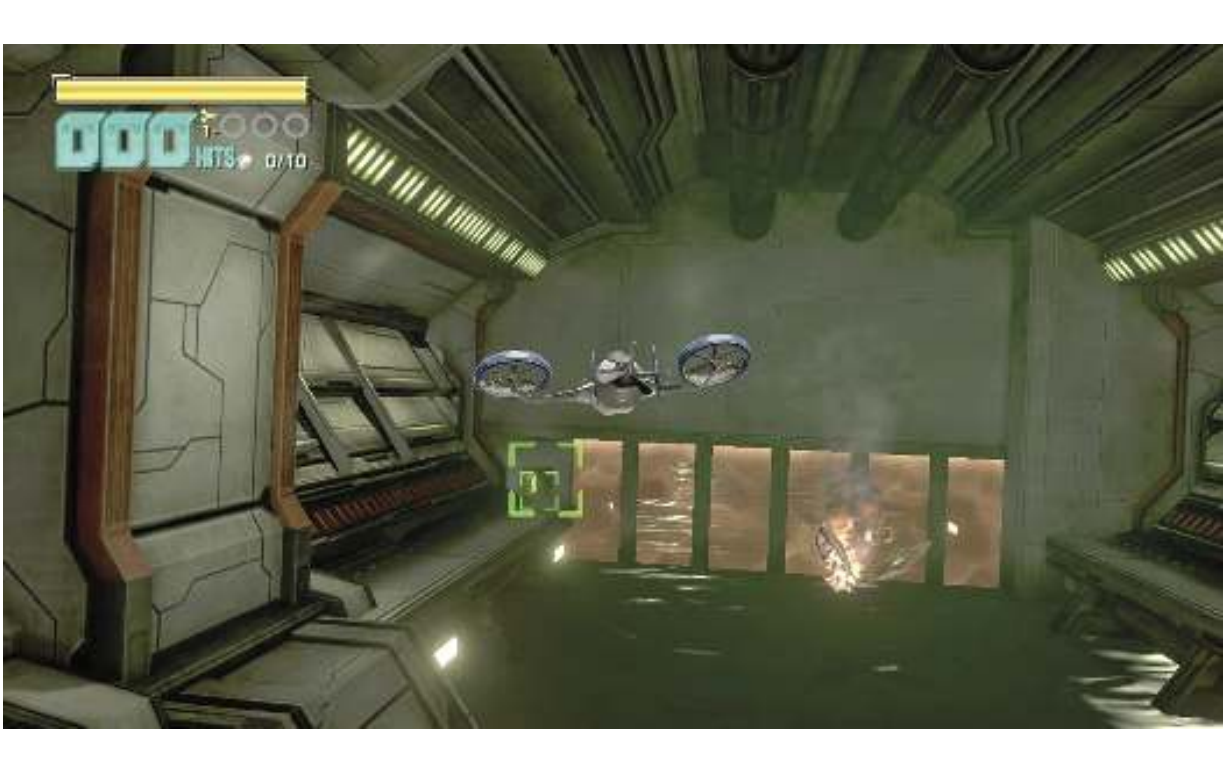
Occupied Planet
Zoness
Covert Ops



Zoness - Covert Ops

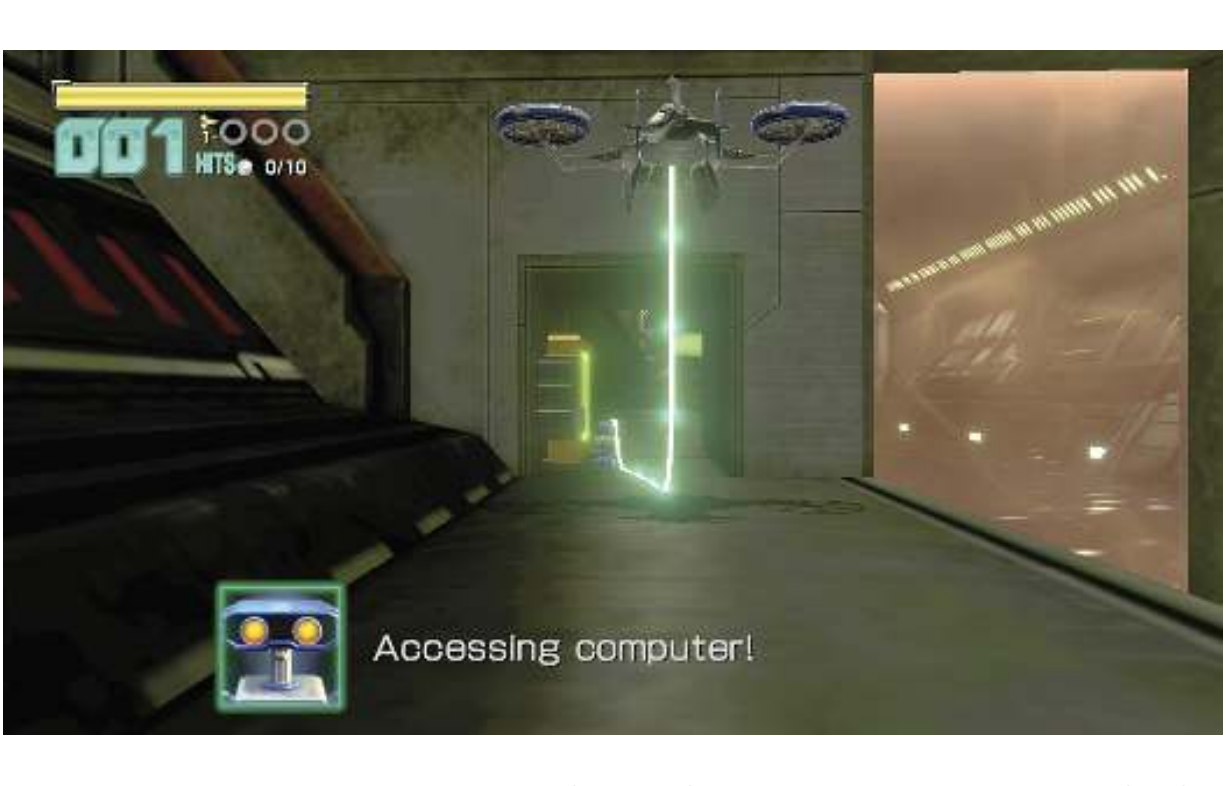
Phase 1: Deactivate the Shield





1 A long sluiceway leads from the teleporter into the base. As you glide forward, you have the chance to get used to a few things.

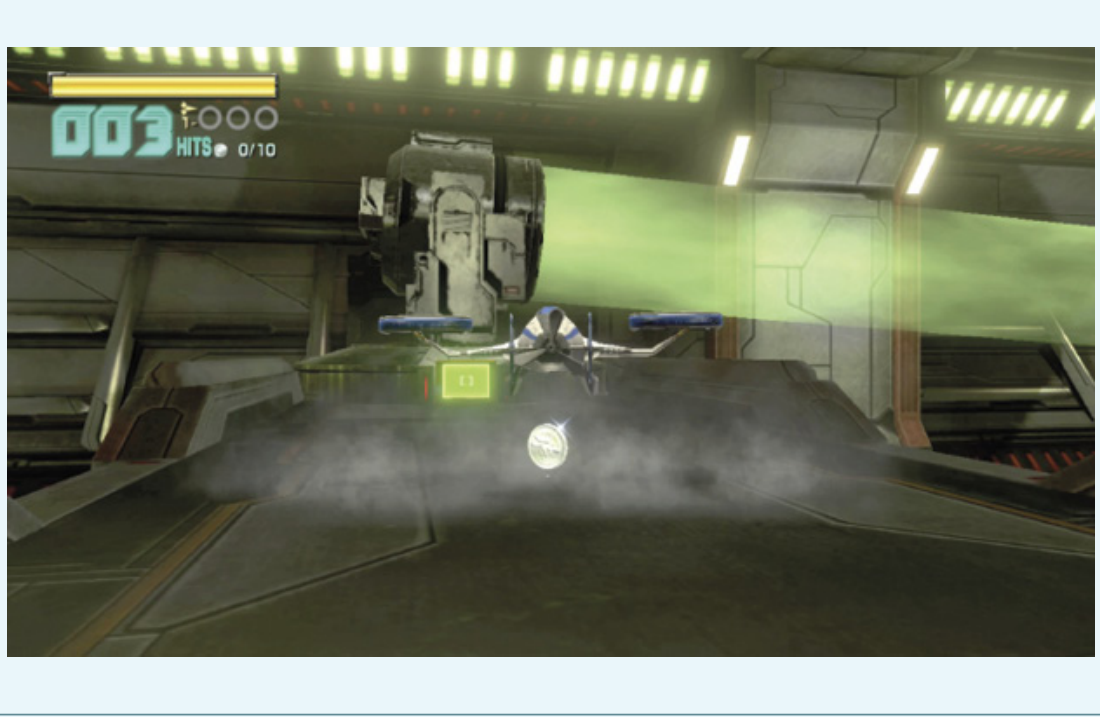
Zoness sharks are a wildlife feature here. They are creepy organisms that swim beneath the surface before springing up and firing at nearby threats. If you don't dispatch them quickly when they pop above the surface to attack, they dive back down and hide for a bit. Zoness sharks can be "fished" out of the water for +5 hit score by lowering Direct-i close to the water's surface near the location of the sharks. Press the A button once the shark has grabbed Direct-i to reel it up and into the Gyrowing.



More green hacking terminals are another thing to notice. One can be found right away, allowing you to remove the force field preventing Gyrowing passage. Past this grate and farther down the hall, you find another terminal on one of the searchlights itself. A third is found at the end of the hallway, next to an enormous floodgate door. Luckily, Direct-i made it through the teleporter intact as well, so you can lower this droid to hack terminals and enter small spaces.

SILVER MEDALIST

Direct-i is also important for picking up the 10 medal tokens hidden here. Collect all 10 to unlock a secret medal. The first one is found next to the hackable searchlight during this approach.

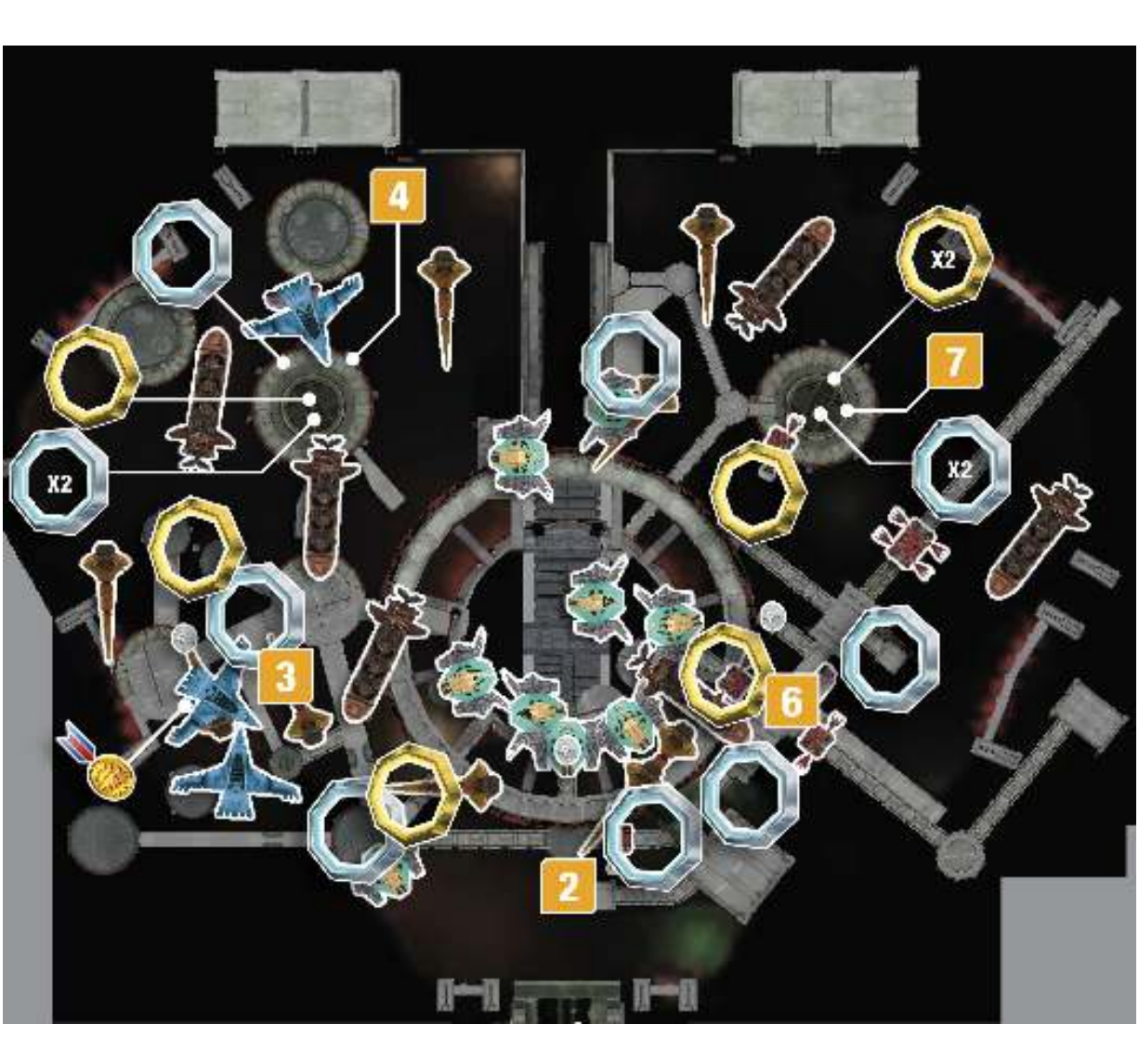


But the bigger threat involves the base's automated defenses. Large searchlights are apparent even in this entryway. If one of these lights passes directly over the Gyrowing, an alarm sounds and several Bionics II drones are released into the room. These bots are surprisingly evasive and aggressive, and it's totally possible to maneuver around the search lights, so you should avoid confrontation if possible.

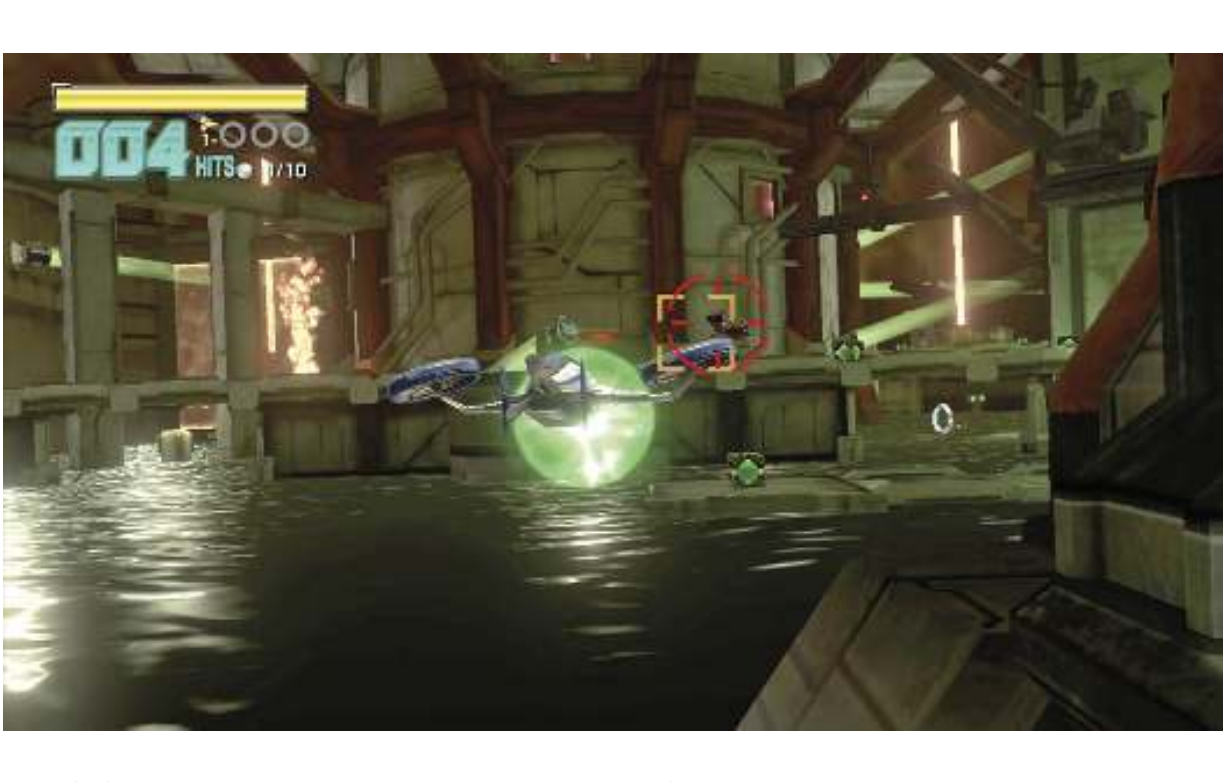
FOX HOUND

Apart from avoiding fights with pestering swarms of drones, you also want to avoid discovery by searchlights because of the mission's Mission Accomplished medal condition: You must survive without being spotted by searchlights at all!

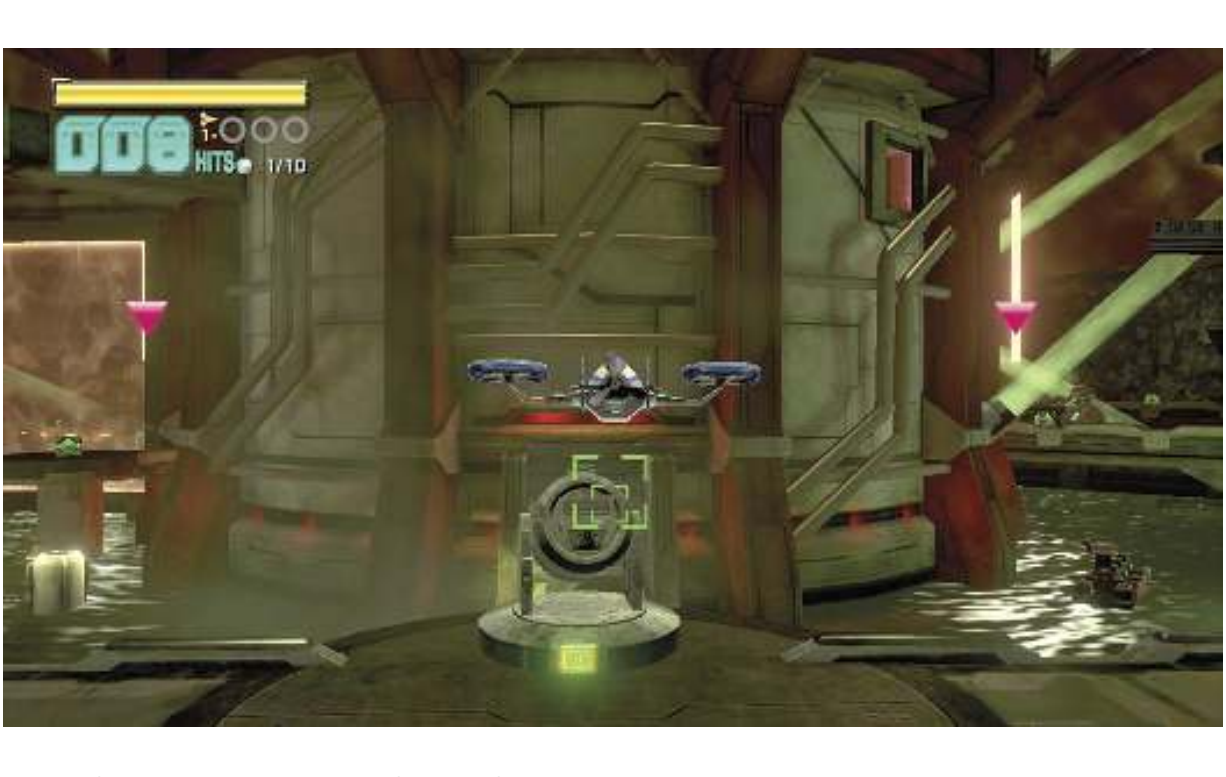
At the end of the hall, the searchlight trains its beam over the door's terminal occasionally, slightly complicating your entrance. Lower Direct-i over the medal token to secure it, and then disable the searchlight here if you like. You don't have to—you can also hack the floodgate door by just waiting for the searchlight beam to begin moving away from the door's terminal—but it does make things easier and less risky. There are numerous places to perform hacks throughout this mission, so it's a good habit to get into.



2 The confined entryway opens into an expansive complex. Even from the start you can see Andross's forces trudging about their business, and searchlight beams scanning for intruders. Look up at the ceiling here, and you'll see an omnidirectional turret mounted. It won't alert the Bionics drones like the searchlights, but it will fire ceaselessly at the Gyrowing if you fly too far upward. You can't take it out, either, because you're in the Gyrowing, which has weaker lasers than other Star Fox craft.



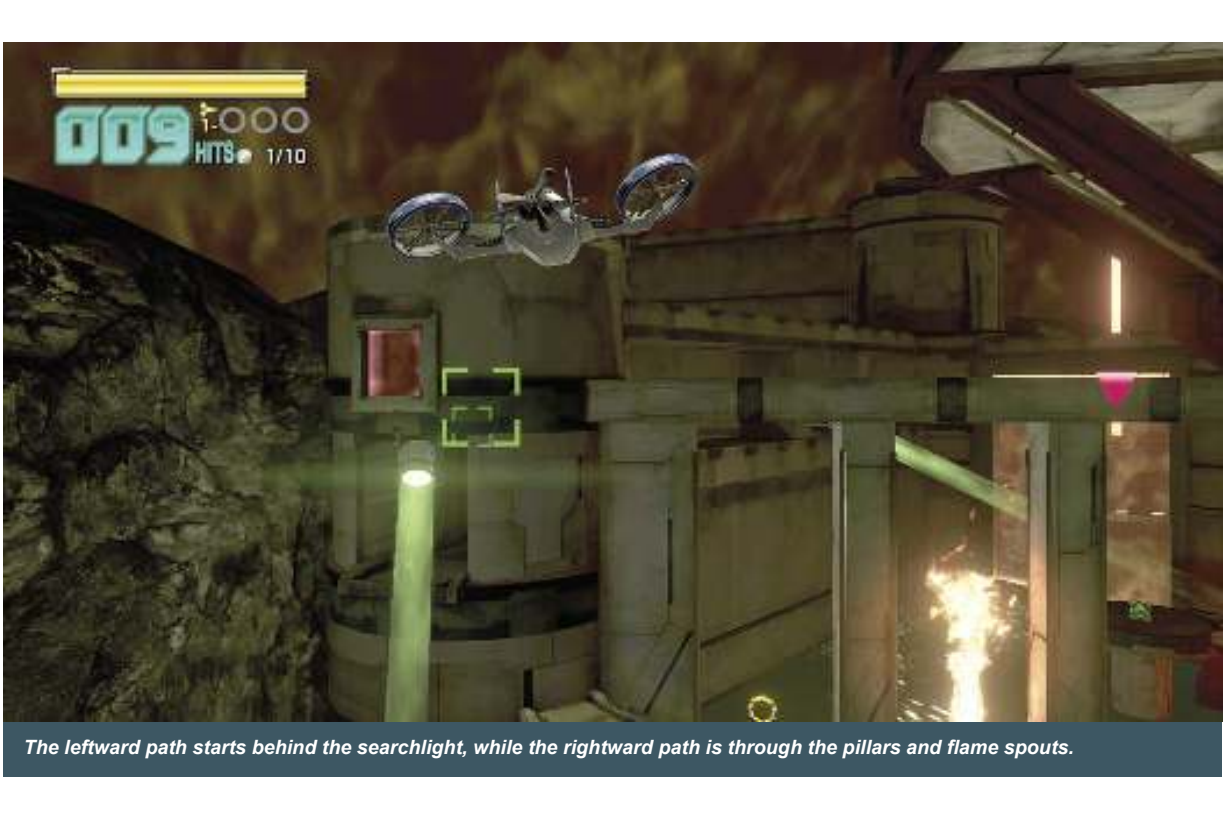
You're far from helpless here though; there are many environmental features you can turn to your advantage. The cranes that slowly hoist girders above the paths of heavy enemy units can be shot until they drop their cargo, crushing targets underneath (and giving you a hit score bonus). Also, enemies have been fairly careless about leaving bombs lying around. Not only can you hover over bombs and pick them up with Direct-i, but you can also simply shoot them from afar when an enemy wanders too close, like against the Garuda seen right away here on a catwalk above the water.



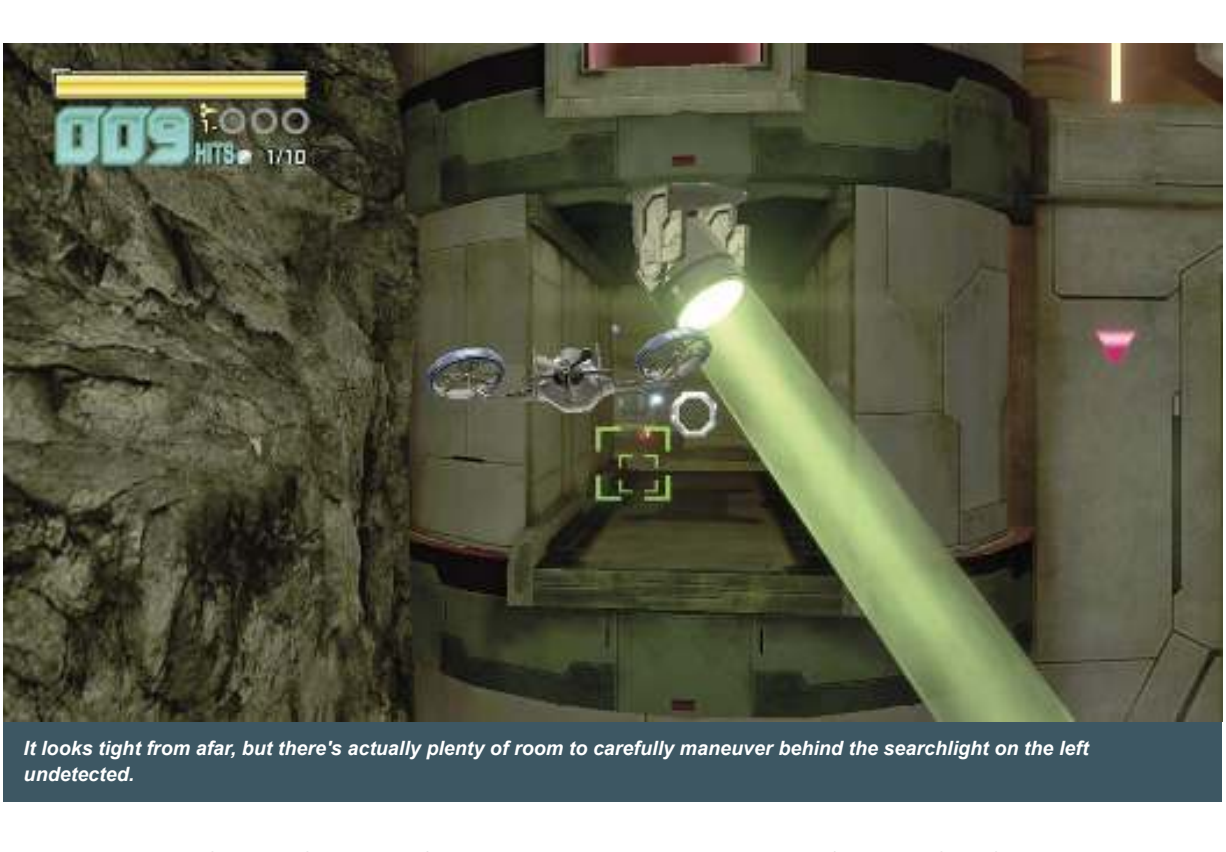
With the Garuda dispatched, you can safely move forward and lower Direct-i to hack and disable the searchlight. It seems to simply be scanning a shuttered door, but upon closer examination, you'll find a medal token where it was scanning.

From here, there's a branching choice. The Great Fox's intel shows two important power sources, one in each of the base's two main "wings." You can head either left (northwest on maps here) or right (northeast on maps) to start out. The right side is probably a little easier, but starting out by going left reveals an extra medal later on.

3 There are two ways to access the left wing.

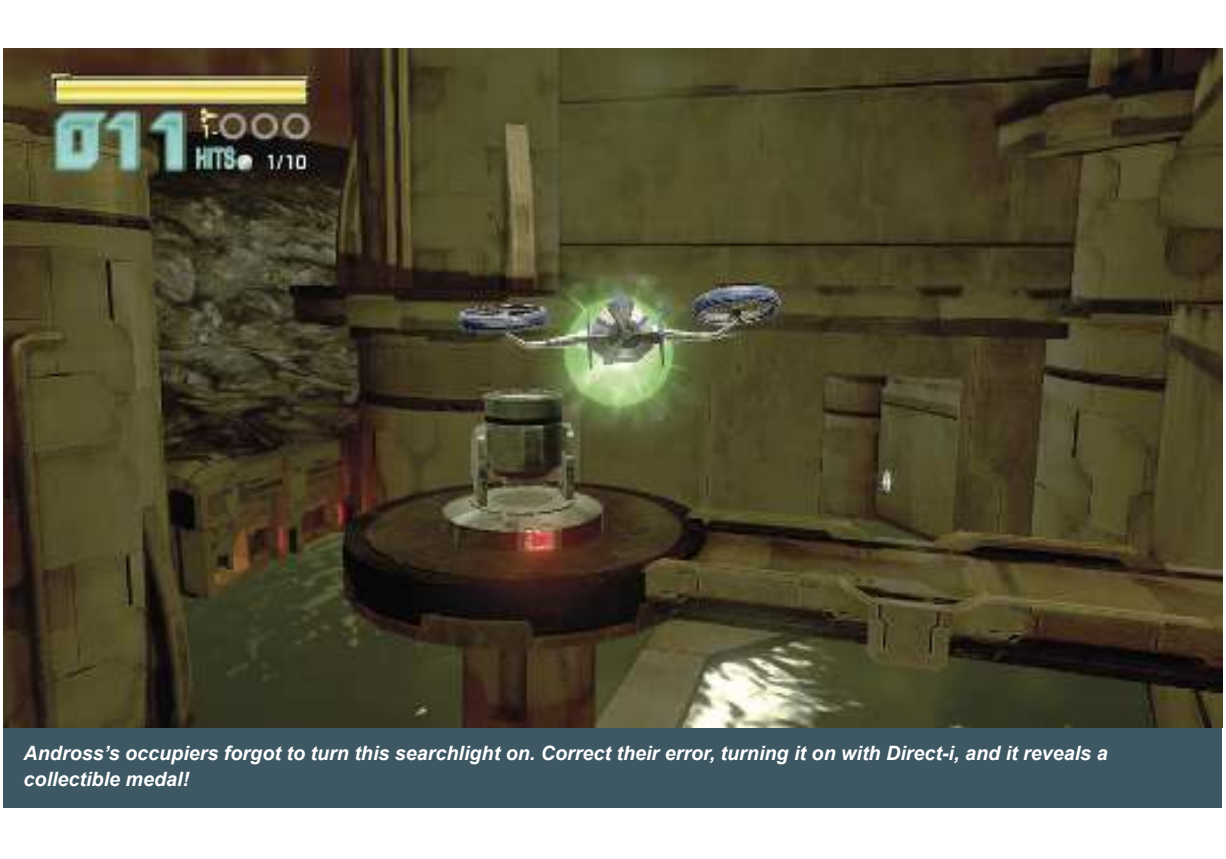


The leftward path starts behind the searchlight, while the rightward path is through the pillars and flame spouts.



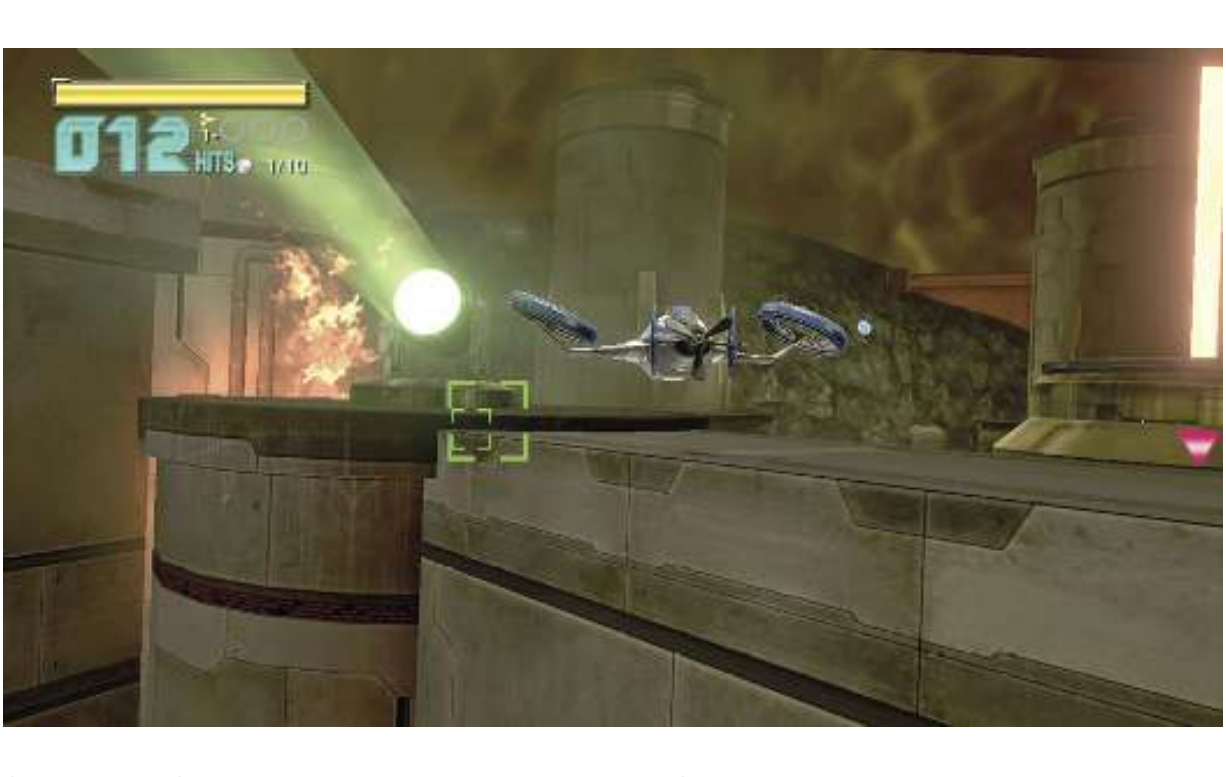
It looks tight from afar, but there's actually plenty of room to carefully maneuver behind the searchlight on the left undetected.

To the right, you can fly over a flame spout (potentially nabbing a gold ring on the way) toward a force field, clearing out a submerged Submaraider and some bombs to reveal a terminal. Hack the terminal to lower the force field, opening quick access to the left wing. From here you can just fly north and investigate the large silo rising up from the water. This path is shorter, but skips a surprise or two you can find by taking the left path behind the light.

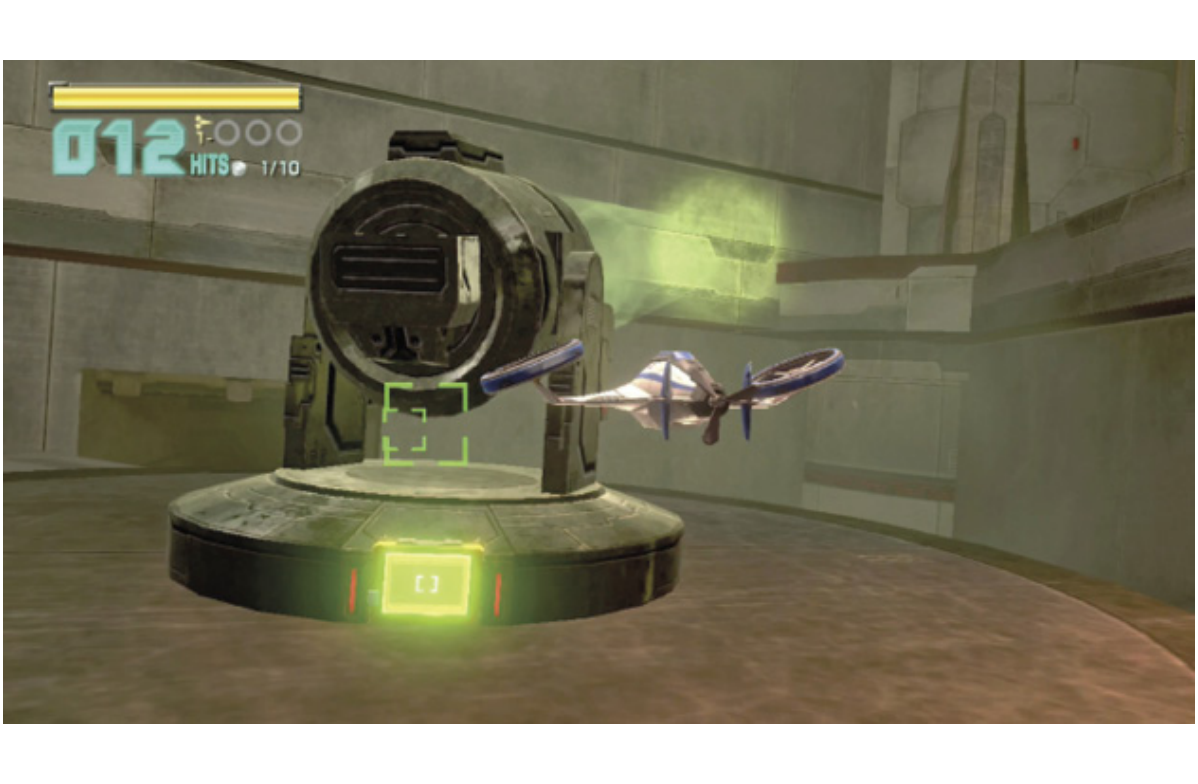


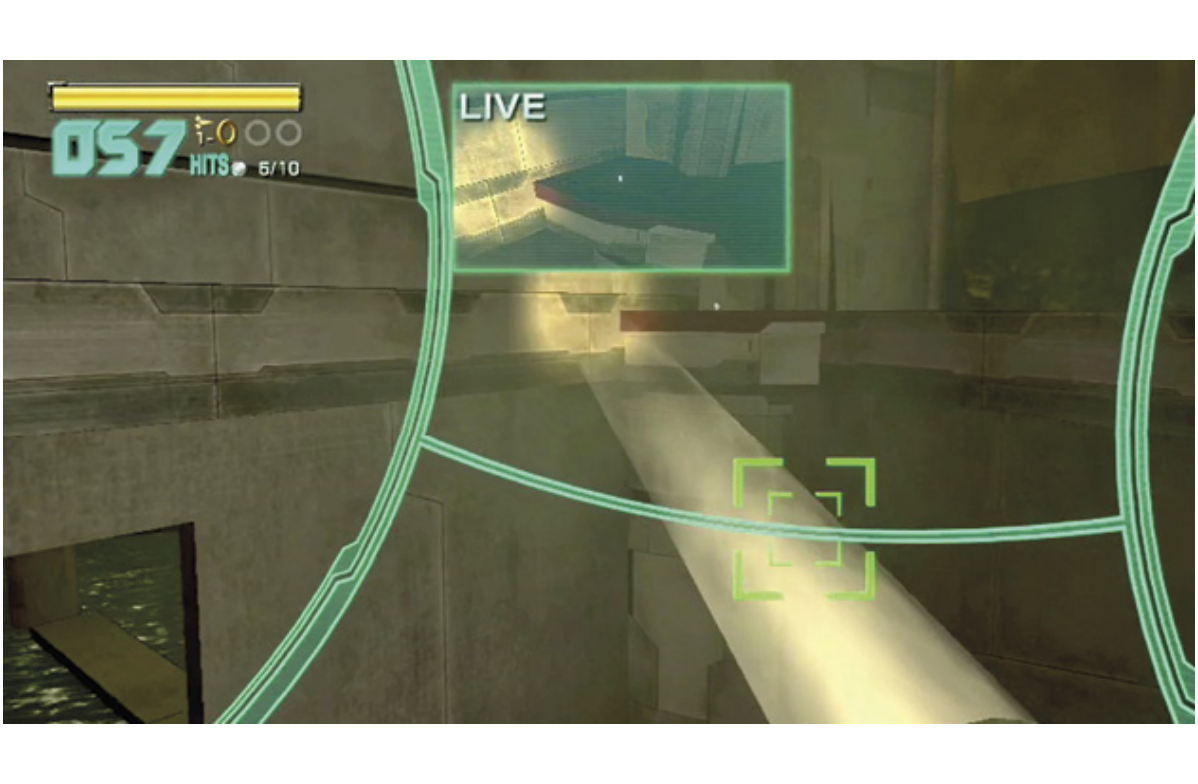
Andross's occupiers forgot to turn this searchlight on. Correct their error, turning it on with Direct-i, and it reveals a collectible medal!

Beyond the searchlight, along the left path from the main chamber, exit into a disused side chamber, where Bluebirds swoop and Zoness sharks prowl the waters. The searchlight here isn't even turned on. When you head out of this area, you can fly over the top of a wall that leads to the force field mentioned before, or you can fly north under a gap cut into the wall, which opens into the silo's chamber.

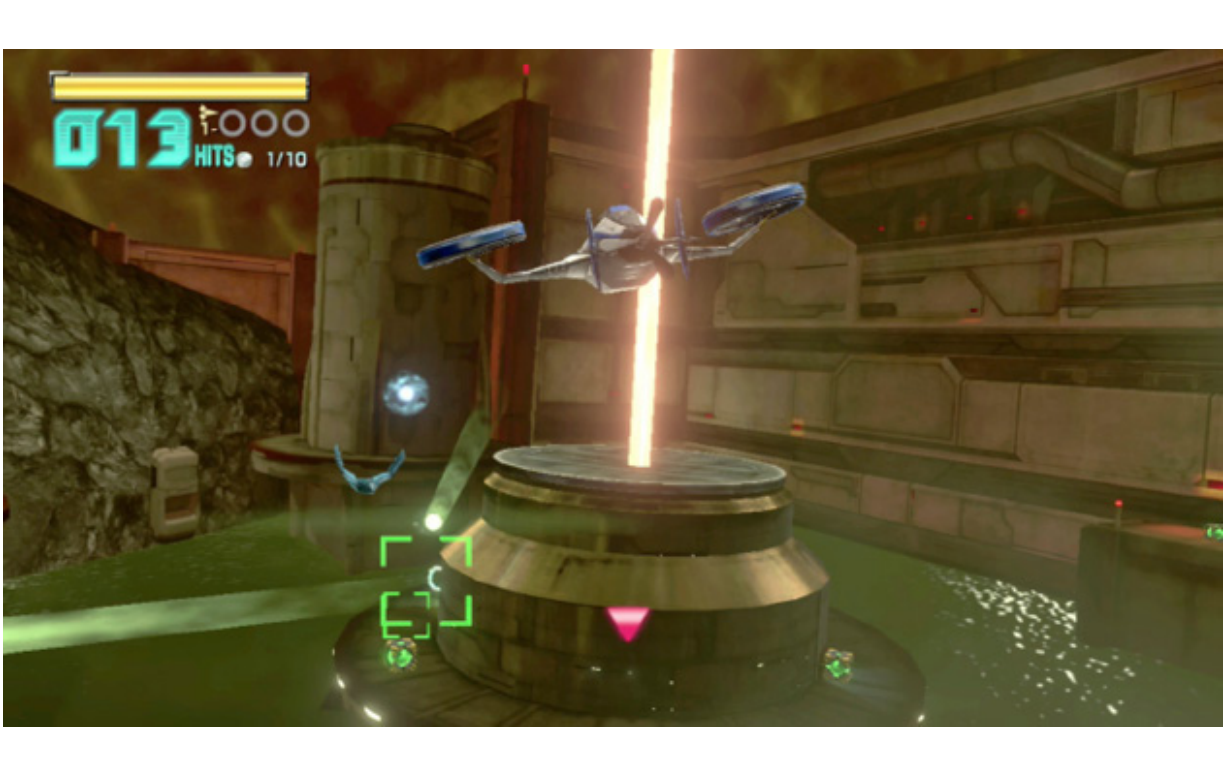


On this path, the Gyrowing actually comes out at a roving searchlight from below, so keep an eye on its beam while you maneuver upward into the chamber.

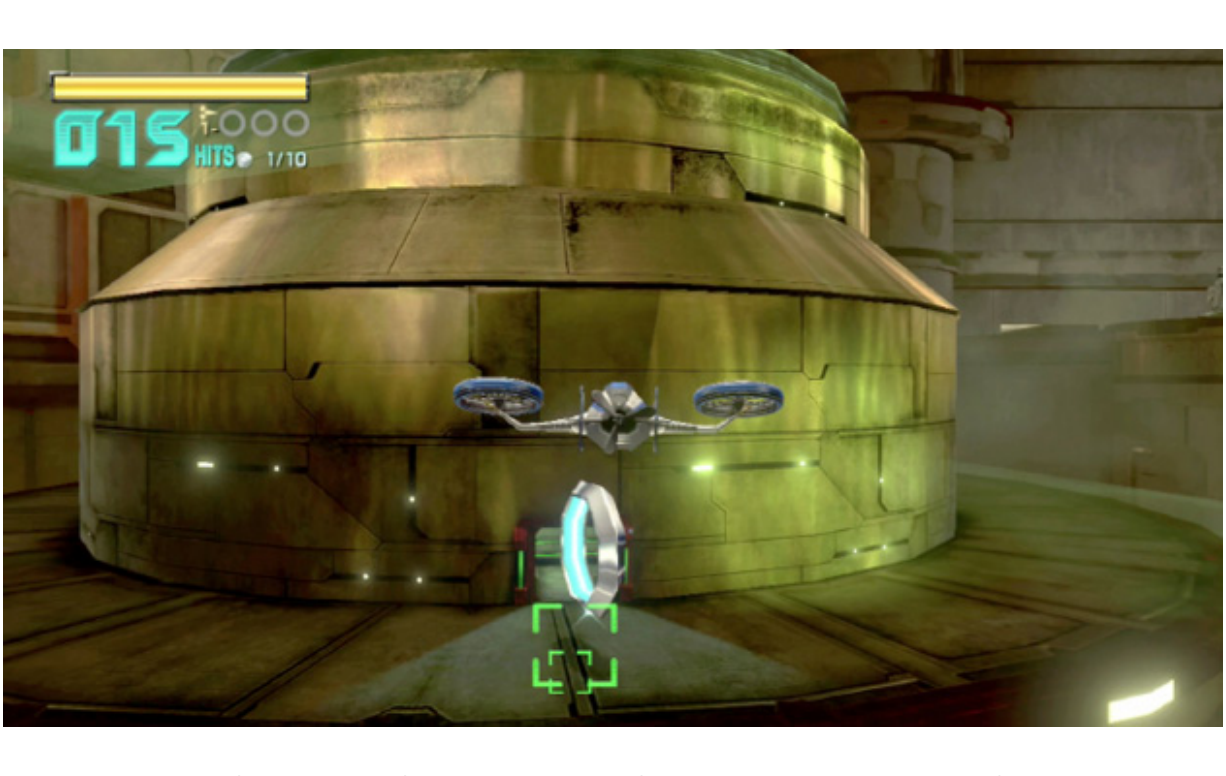




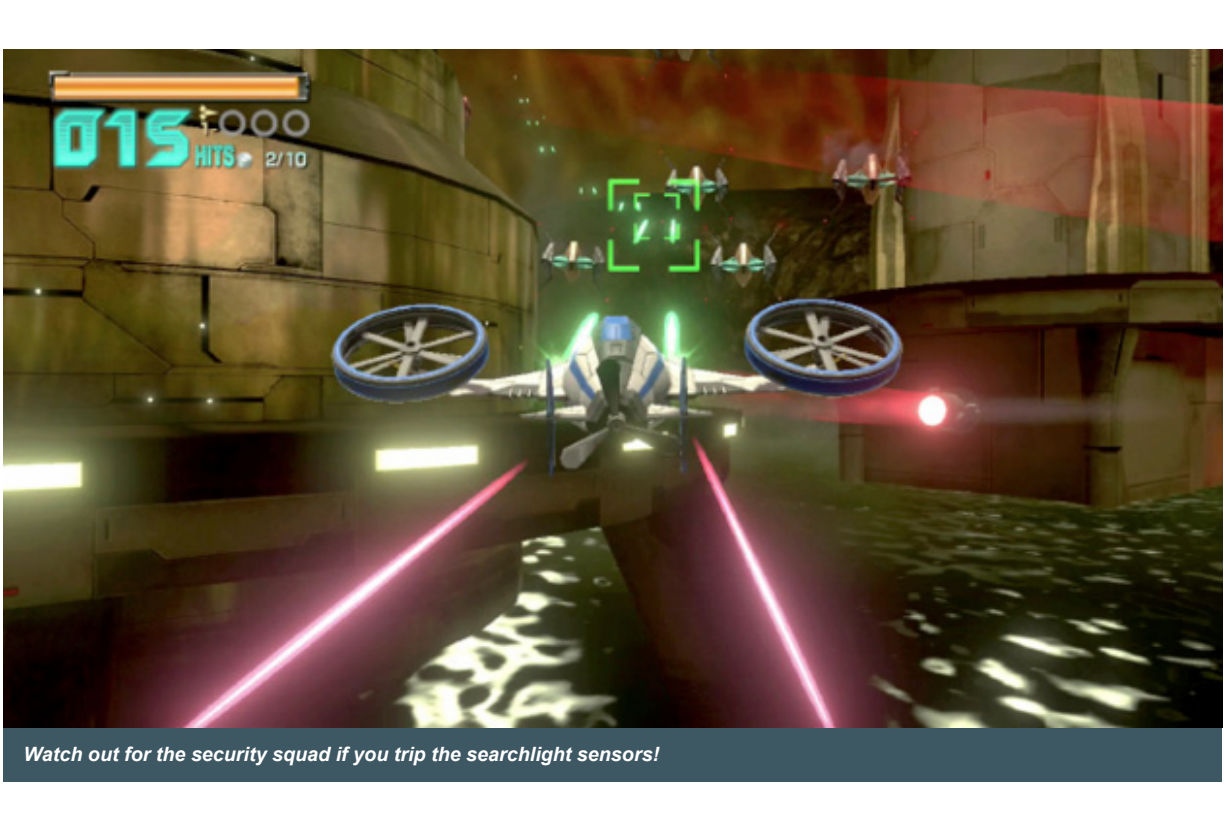
Like many of these searchlights, this one also has a hackable terminal. You'll want to turn this light off, disabling it. Then redeploy Direct-i and turn it back on again. Having been shut down and rebooted by your trusty droid, the security light now reveals another medal token on a previously-empty ledge on an otherwise uninteresting corner here. Naturally, go collect the medal token with the droid to add to your growing total.



4 This large room surrounding the central cylindrical structure has a few Submaraiders, Zoness sharks, and Bluebirds in it, along with plenty of bombs spread around. You can either shoot the bombs to clear them out (and splash nearby enemies) or heft them up with Direct-i to drop on foes.



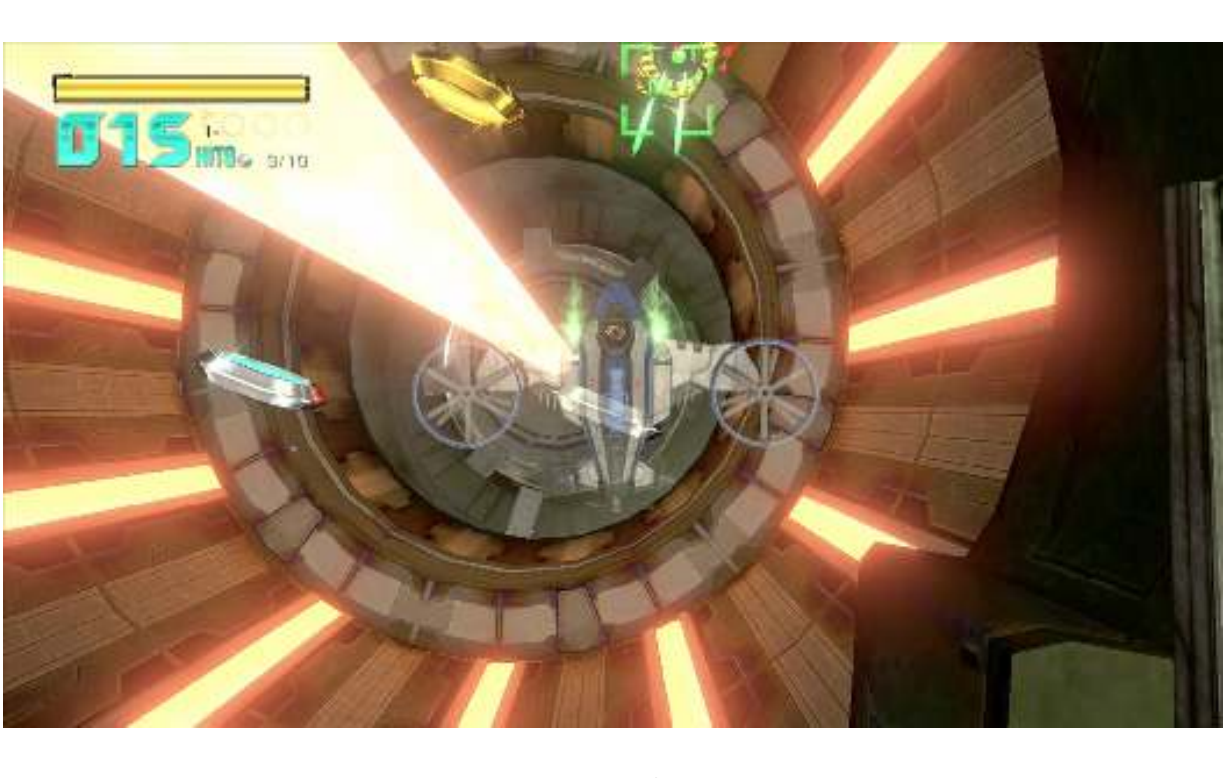
Along the south curve of the central silo, find a small hallway the Gyrowing can't enter. It's another job for Direct-i, so deploy it into the passage to find another medal token. The north part of the chamber has two searchlights that can't be hacked or disabled, which are scanning over another passage in the silo's base. These searchlights can be destroyed by using Direct-i: pick up a bomb and swing it into the searchlights for +2 hits. Hover low here and deploy Direct-i into this hallway to discover another medal token and a hackable terminal that actually opens the roof of the structure.



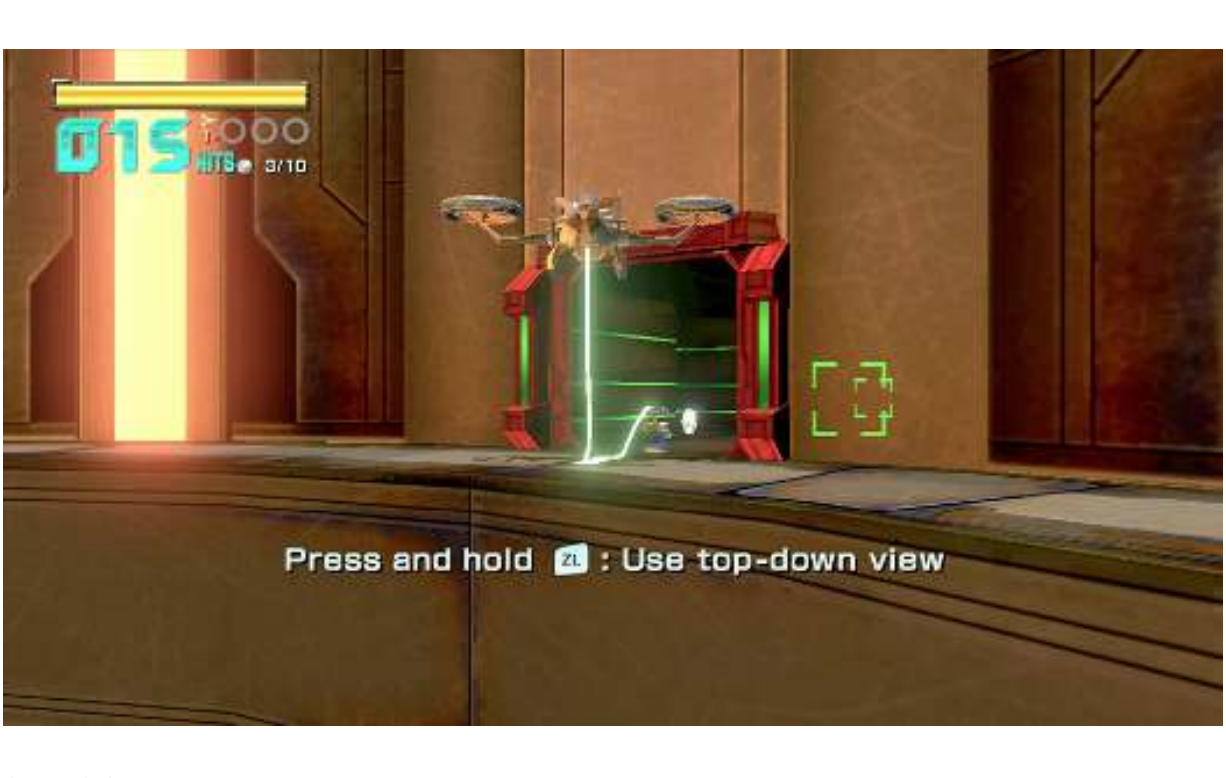
Watch out for the security squad if you trip the searchlight sensors!

In order to hover and hack here without being discovered by searchlights and triggering a Bionic drone assault, you'll just have to be patient: Hover nearby, keeping a keen eye on the searchlight beams, and wait to swoop in until they're both drifting away from the hall at once.

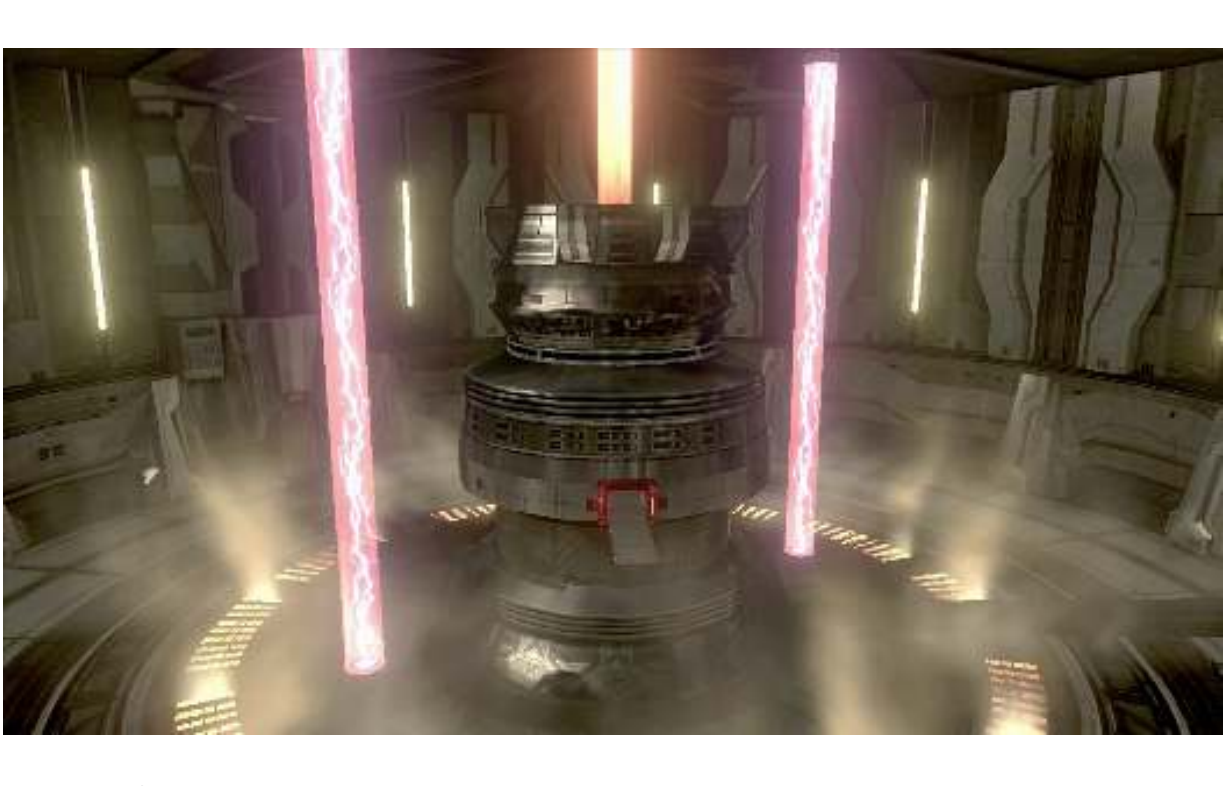
5 When the lock is opened, you can descend into the structure from its roof.



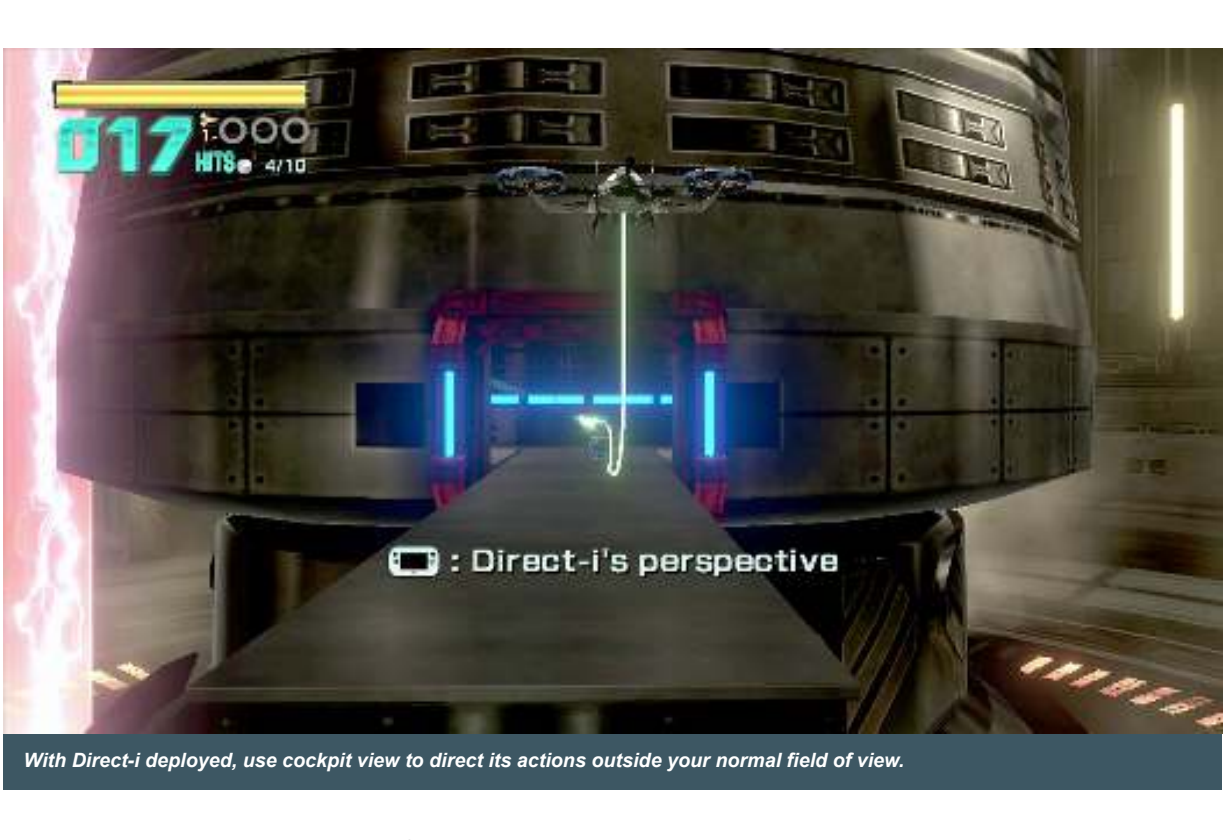
Use top-down view as necessary to make maneuvering easier. Halfway down, a small ledge holds a bomb, which is naturally just there to block access to another small passage. Remove the bomb one way or another and send Direct-i in for another medal token (by now, your sixth, if you haven't skipped any).



One half of the base's shield-generating capability is inside the silo. To disable this portion, you must destroy two nodes hidden inside the shield generator. Two rotating, exposed power beams circle the core.



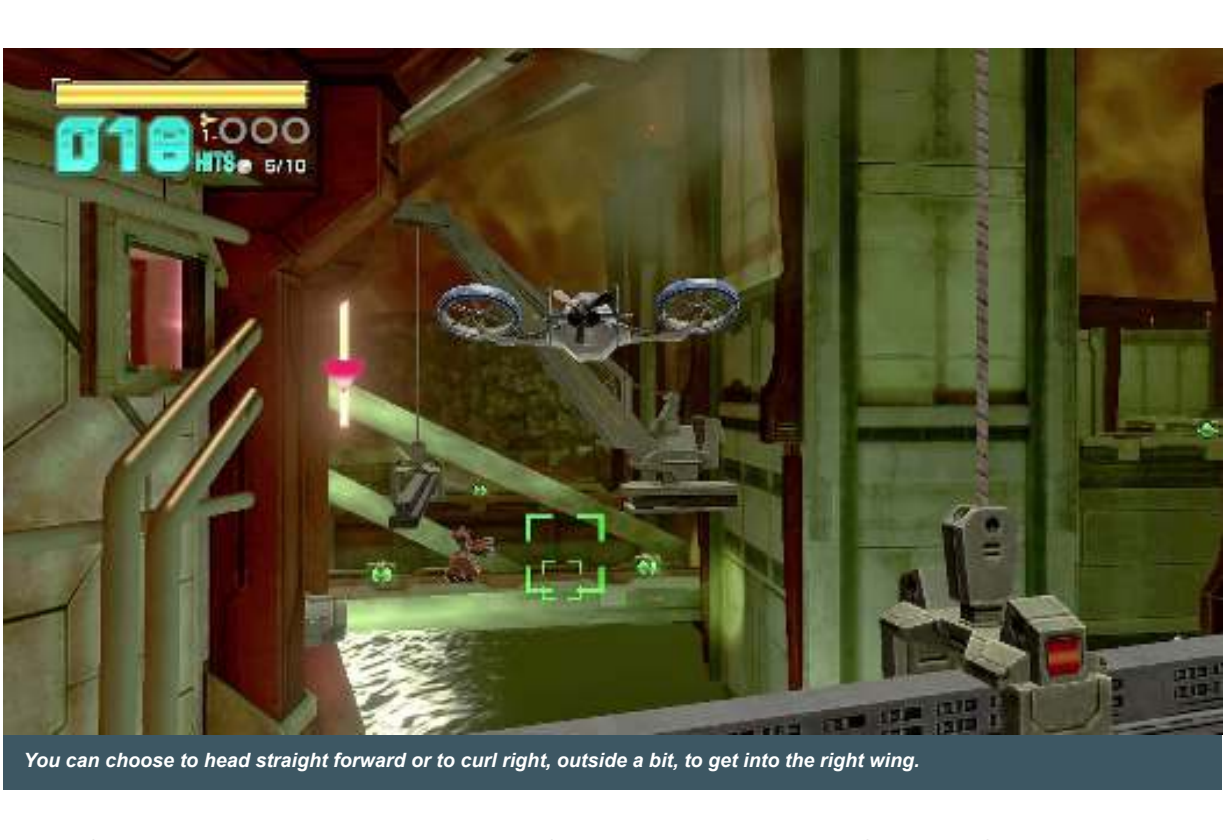
You must strafe around them and hover in close enough to deploy Direct-i onto sliding ledges that lead inside the generator. Successfully drop the little helper onto a ledge, and you can direct him to scamper inside and look around. There are two ledges leading into the core room here. The red-colored ledge reveals another medal token and the first of two core nodes. The blue-colored ledge reveals another node powering this pillar. Destroy both to deactivate this side and re-open the ceiling, allowing you to return to the surface.



With Direct-i deployed, use cockpit view to direct its actions outside your normal field of view.

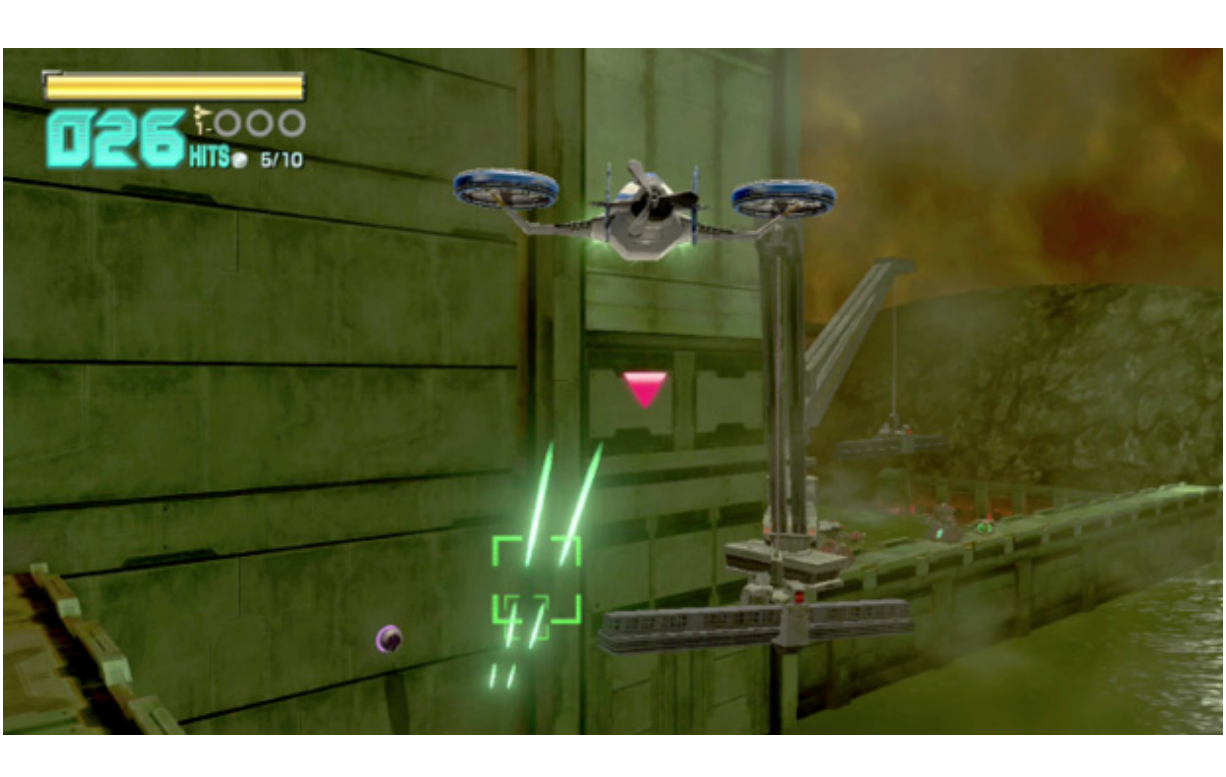
With one shield generator down, it's time for you to head back to the starting point, so you can search the other wing.

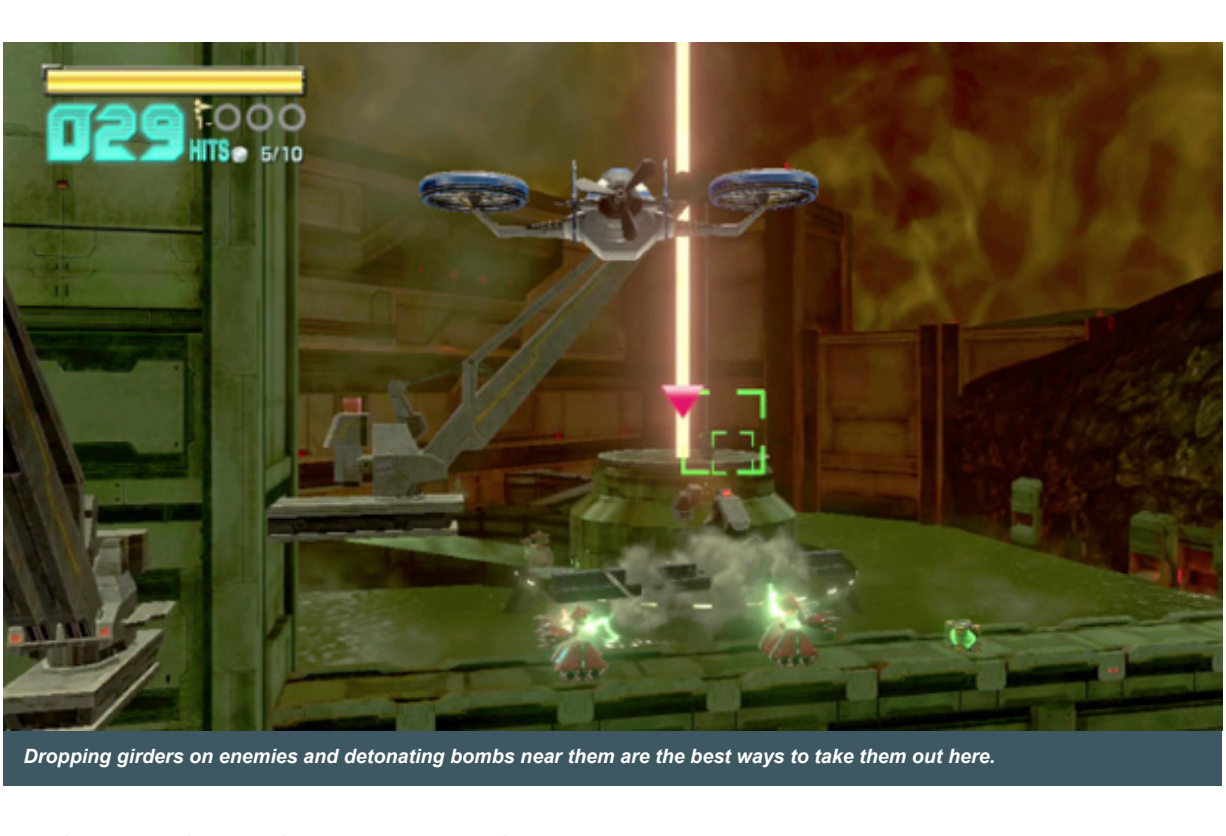
6 You don't have to save the right wing for last, but you'll unearth an extra medal if you do, so it's worth completing it in that order at least once. Like the left wing of the base, the right wing has two general paths to take to get to its shield generator.



You can choose to head straight forward or to curl right, outside a bit, to get into the right wing.

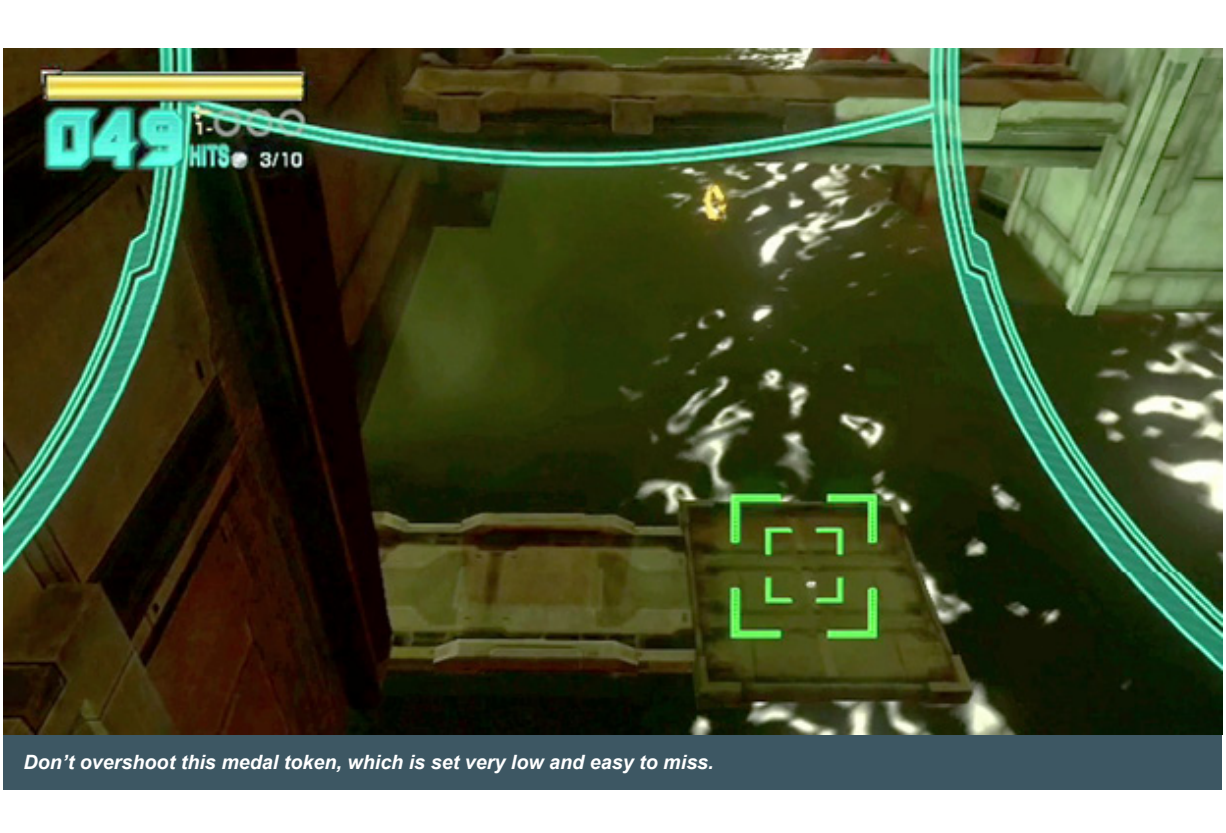
You can fly directly into the chamber, through a thicket of searchlight beams, and over a Garuda and Submaraider. This direct route also contains a medal token on a platform just above the water. Or, you can curl right and take a slightly longer way, around the base exterior on the right.





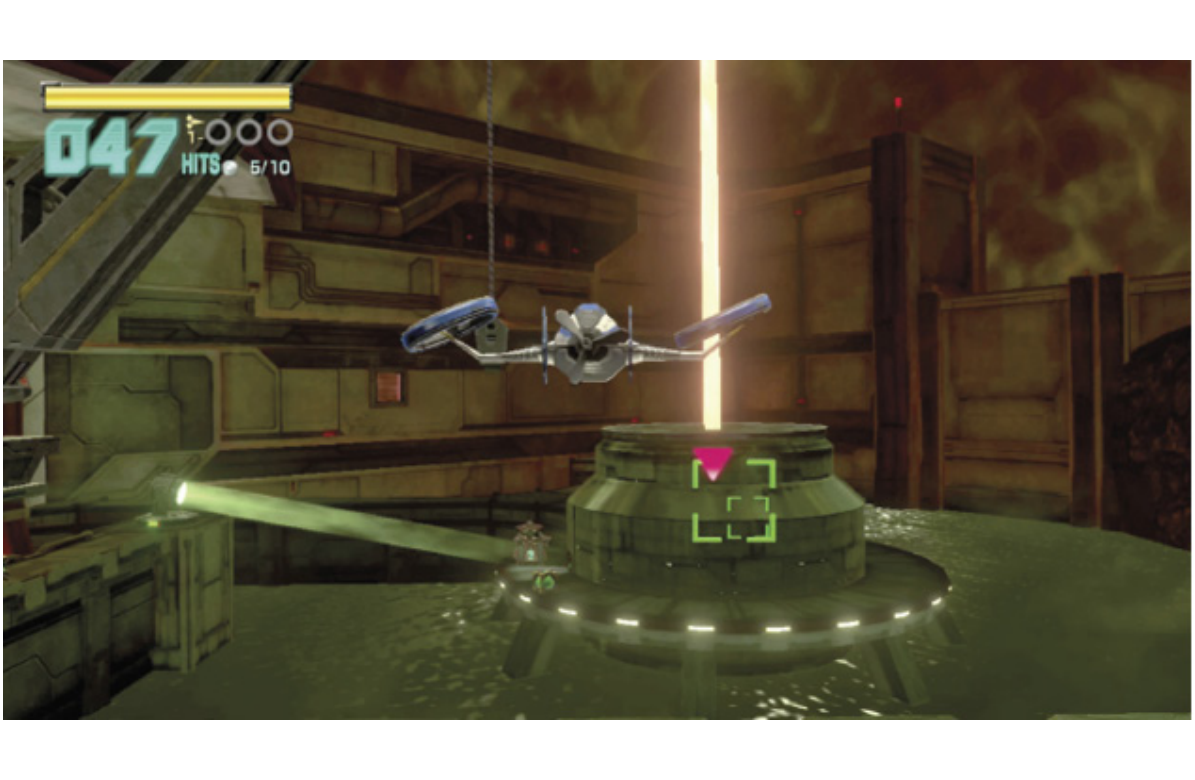
Dropping girders on enemies and detonating bombs near them are the best ways to take them out here.

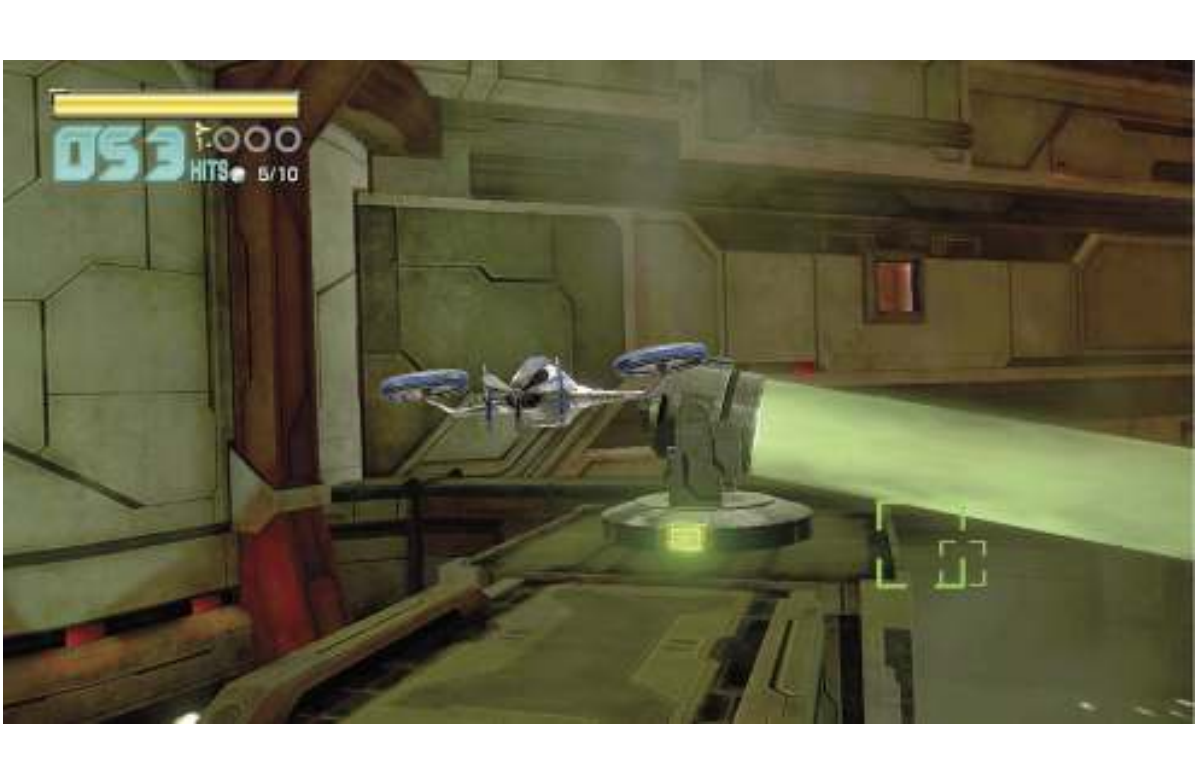
You'll find several Garudas, Chiritori drones, and a Submaraider this way, too, but at least there are no searchlights to avoid, and the enemies are all susceptible to environmental takedowns. If you take the long way around, you can still double back from inside to grab the medal token found just over the water.



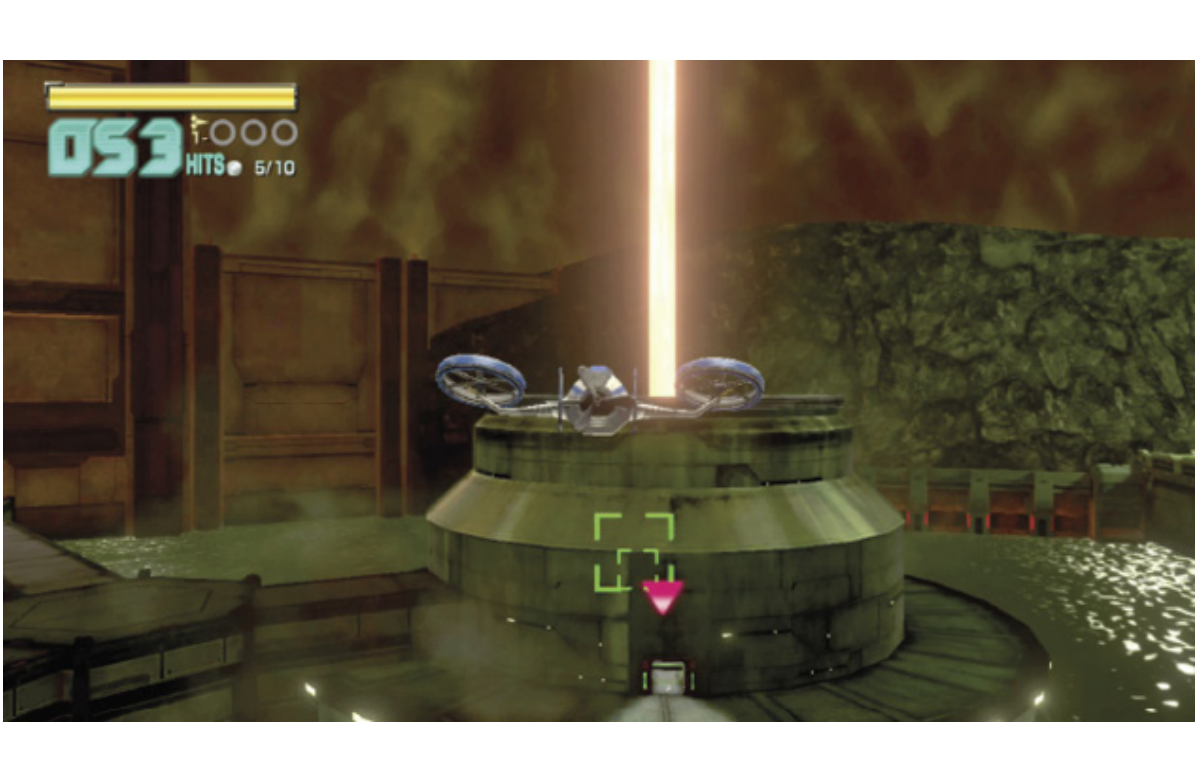
Don't overshoot this medal token, which is set very low and easy to miss.

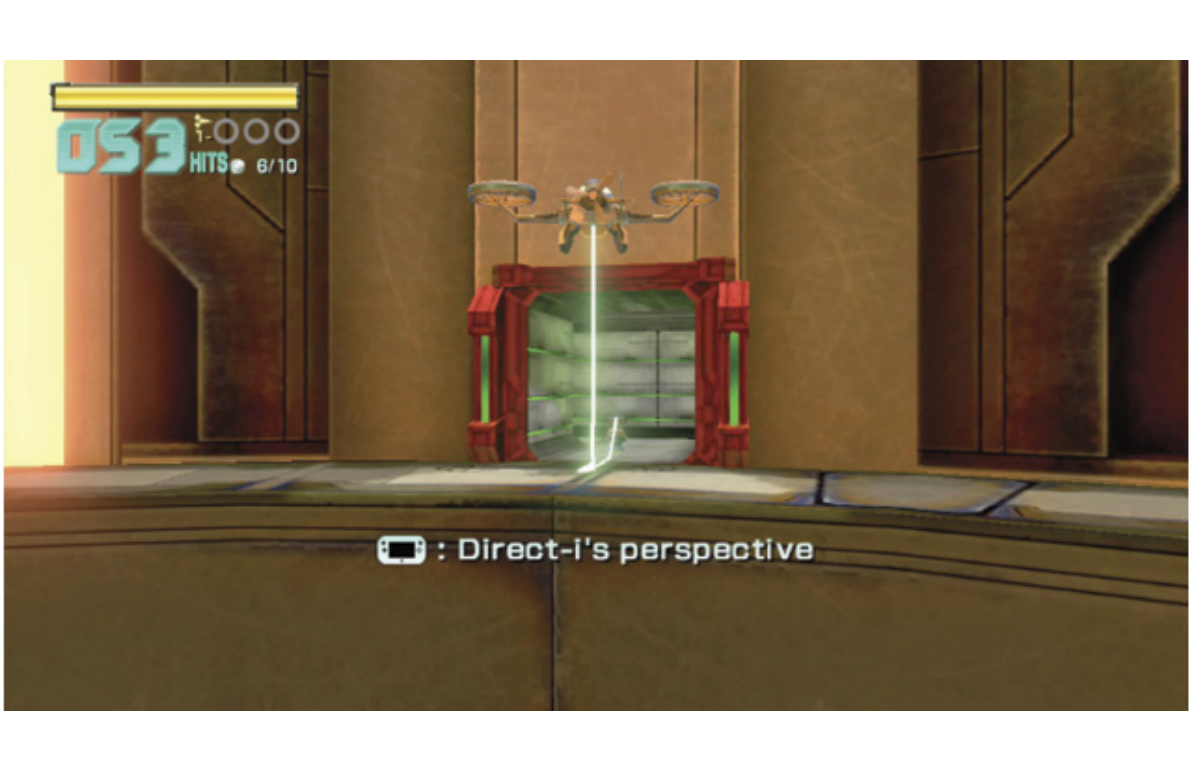
7 Once in the right-side chamber, you find the second shield generator. This side has more patrolling enemies than the left wing. Though unfortunately for the Garuda mechs, they're all near explosive bombs you can shoot.



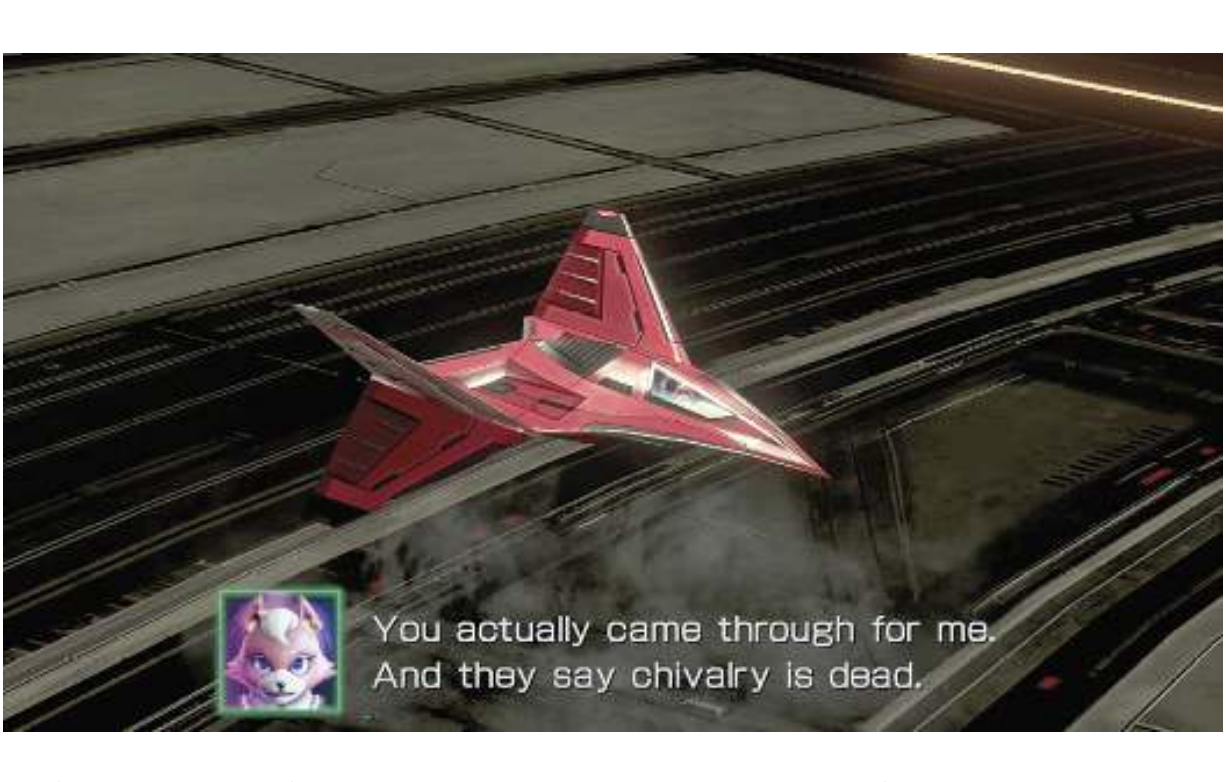


Near the silo's south-facing curve, a raised searchlight monitors a small passageway, like those on the other shield generator. Disable this searchlight like the others, making it easier to stealthily explore the shield structure. (If you turn this searchlight back on, it reveals a gold ring in its path.) The passageway actually set into the silo houses another medal token (by now, your ninth, if you did the left side first) and a terminal that unlocks this shield generator's roof, allowing you to get inside.

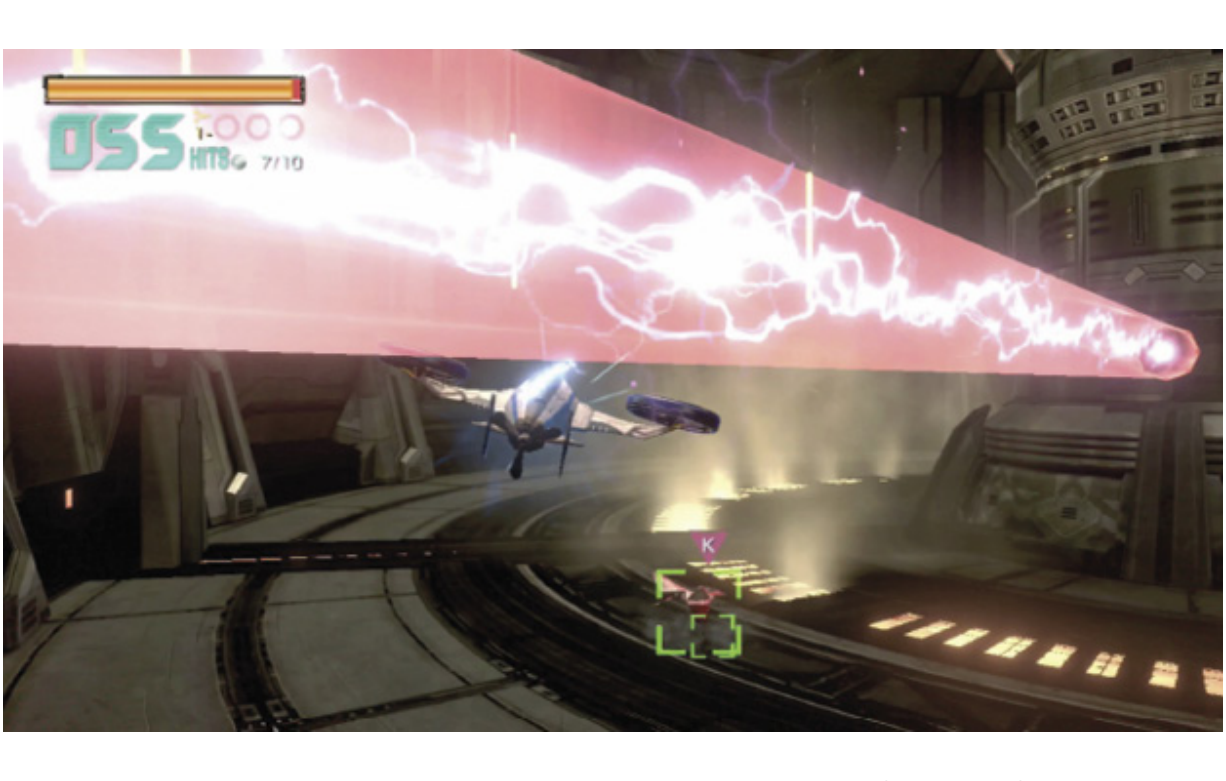




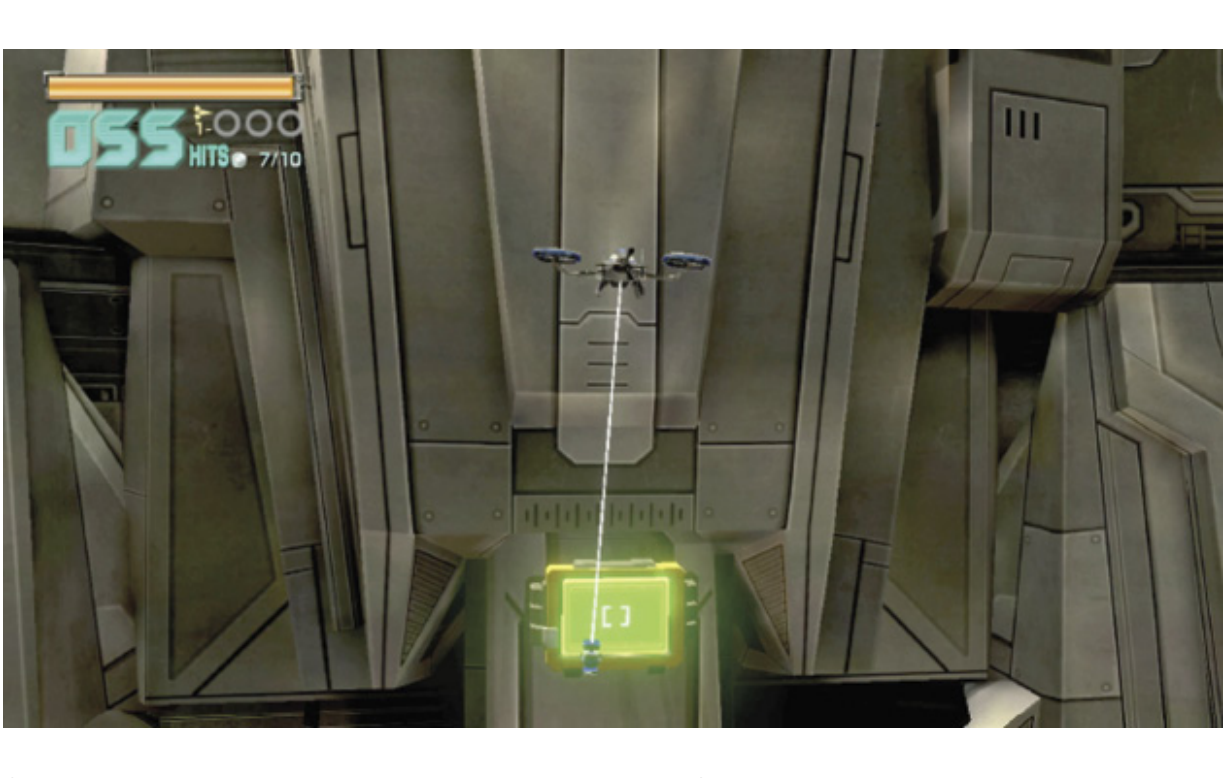
8 As you descend into this shield generator's structure, you find another halfway point ledge with a passage suited for Direct-i exploration. Another medal token is within. If you've followed this guide's order, this will be your tenth, unlocking a collectible medal.


You actually came through for me.
And they say chivalry is dead.

Dive farther down, and you'll find the core's cavernous passage, along with a surprise: old friend Kat, trapped down here in her own custom jet! She was doing some advance recon work, snooped around inside this shield generator, and got locked in. She warns you about this shield generator's defenses: spinning, crackling jets of plasma, out to either side. Avoid these with the Right Stick's altitude control, passing either above or below the sweep of these energy beams. There are also a couple Mambo II drones in here, but these are easily dispatched.



As they spin, you must access two terminals along the outer wall to disable the generator. One is simply found on a ledge, safe from the beam. The other actually has no ledge under it, hence no place for Direct-i to land. This requires you to deploy Direct-i while flying well above the terminal, then carefully repositioning so that the dangling droid can get a lock on the terminal. This can be tricky to do while an energy beam spins around the room, so watch out.



Once both terminals are accessed, Direct-i is able to set the base to self-destruct! You and Kat have only a limited time to

Sector β - Reunited with a Friend

Introduction

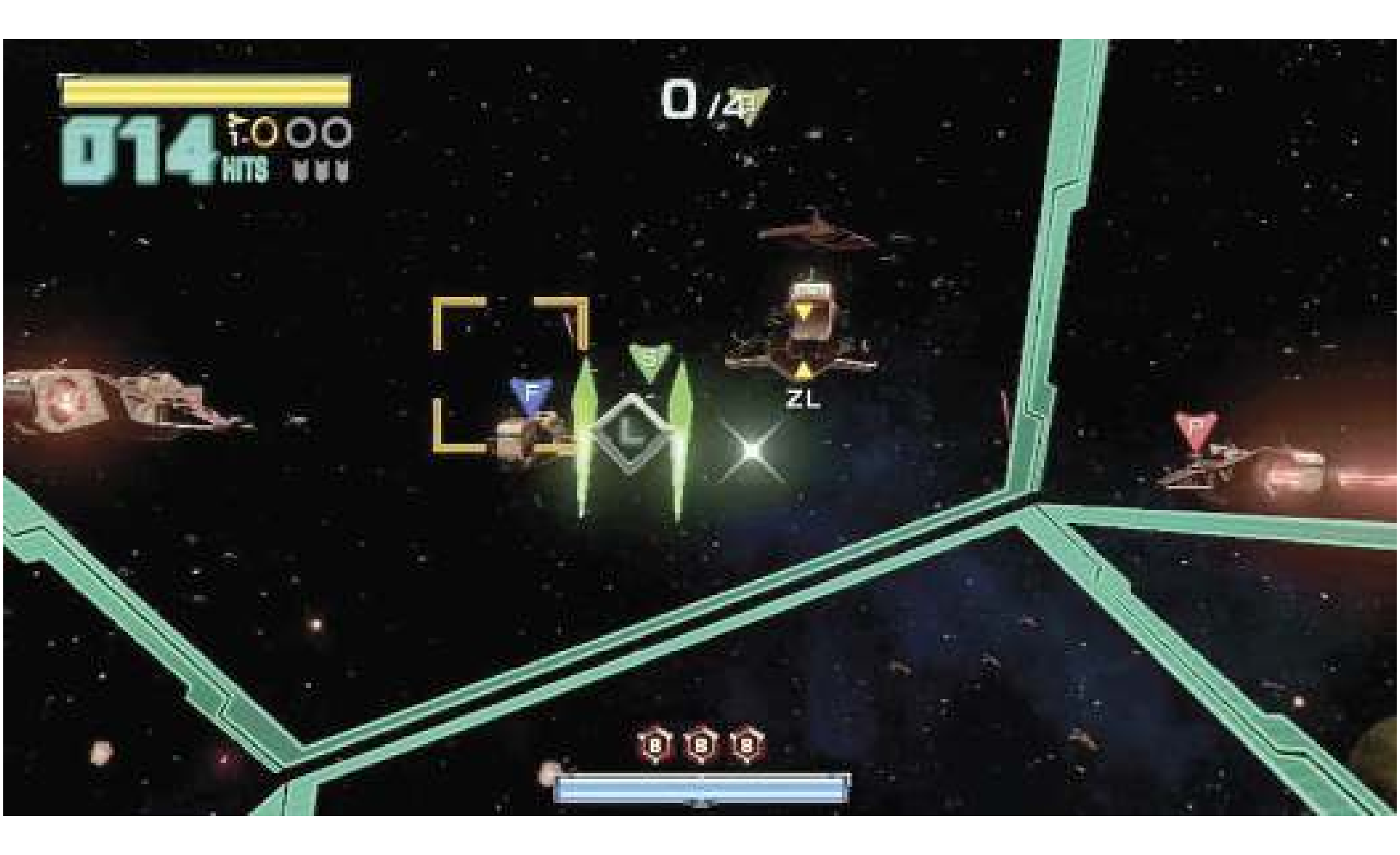
Sector β has importance as a bottleneck of sorts for clear travel in the Lylat system, with asteroid debris covering space around Titania. Having laid waste to the base on Zoness, Fox and Katt rejoin the Great Fox and friends during the Cornerian push into the sector. This is not an action that Andross's forces will overlook, though, and our collected friends are met with their fiercest challenge yet.

Last Line of Defense
Sector β
Reunited with a Friend

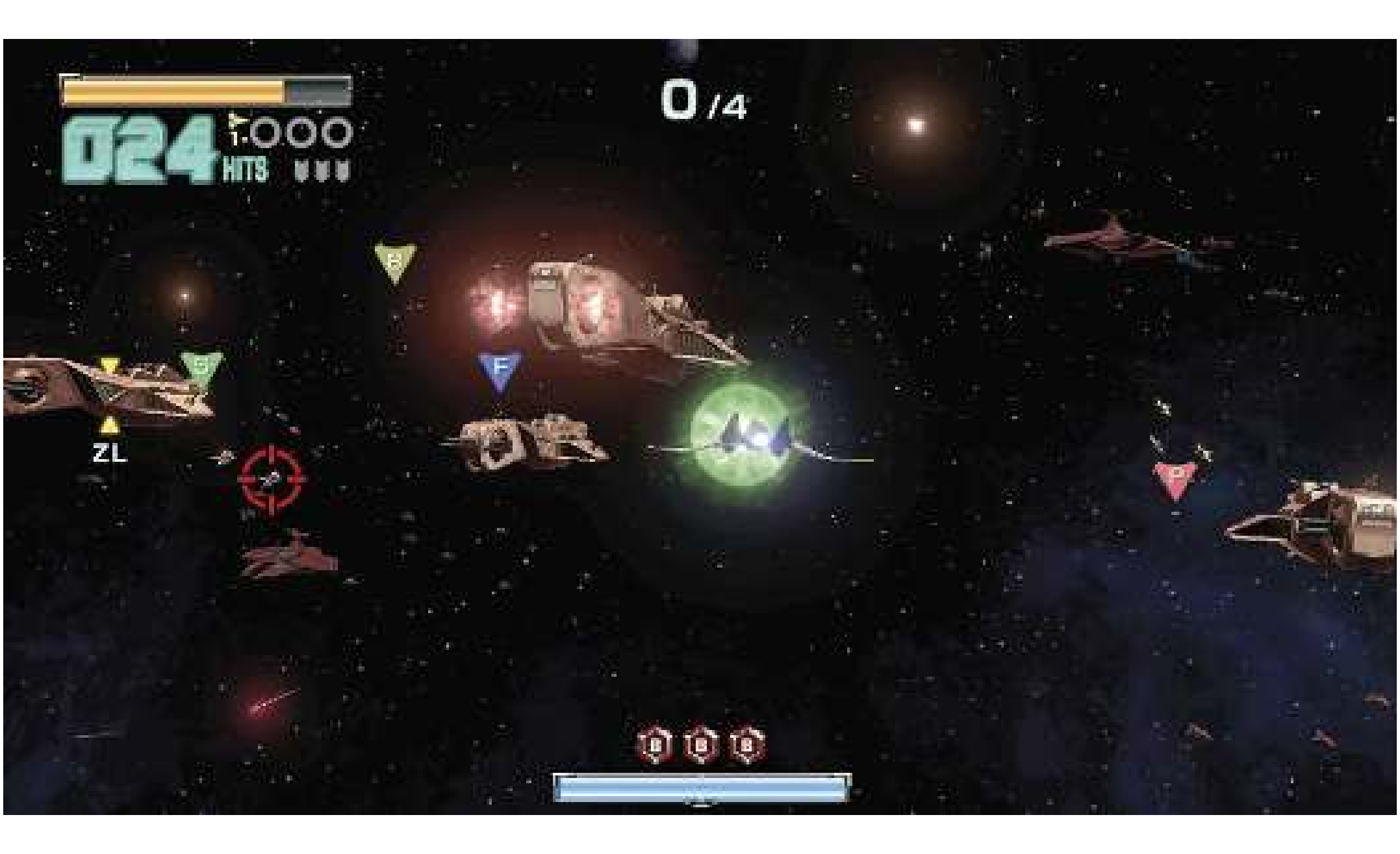
Sector β - Reunited with a Friend

Phase 1: Help the Cornerian Forces

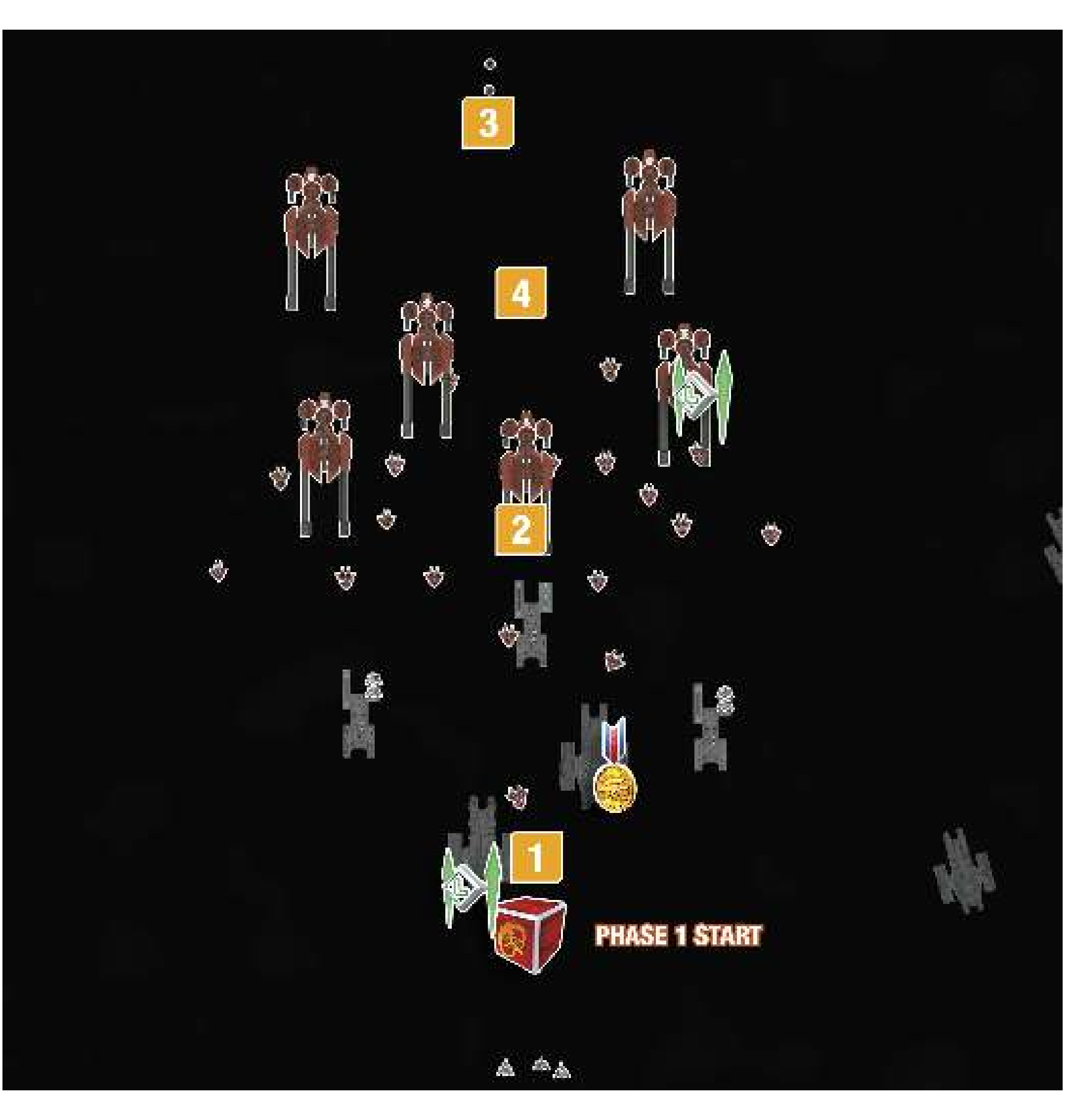
1 Star Fox's Arwings catch up to the Cornerian fleet and the mission begins. The all-range mode battle occurs in wide-open space, but it's hardly empty. The Cornerian carriers before you are facing off against a quartet of Colby battleships and squadrons full of Manta fighters. Continue flying forward from the start a bit so you can take out the first couple groups of Manta ships; one cluster drops the first laser upgrade when destroyed. Note that some of the small craft here are friendlies, Cornerian fighters escorting their large carriers.



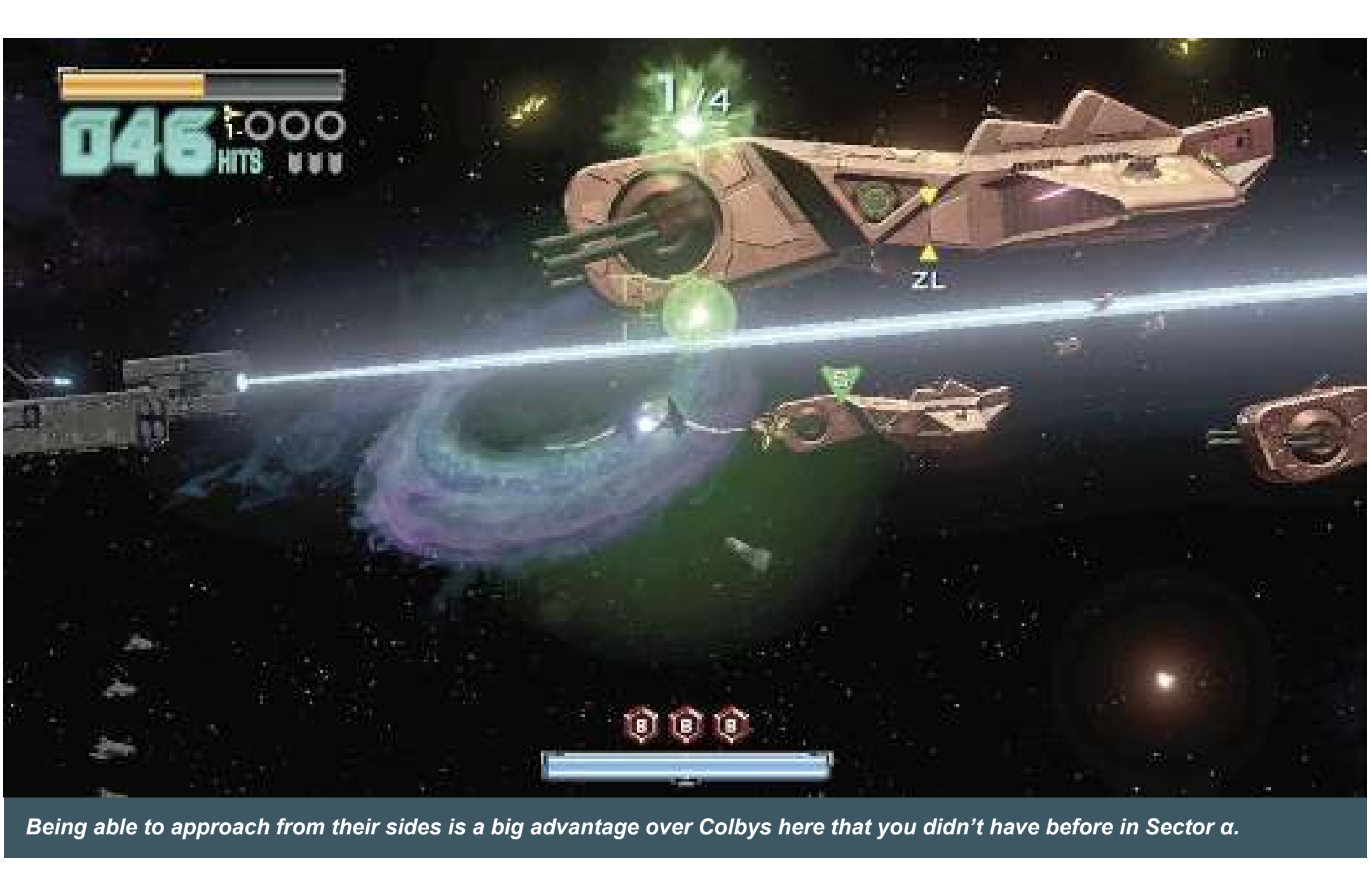
Ahead, a virtually infinite supply of agile Mantas escort Andross's battleships into the contested sector. From here, your vector for engagement is up to you. While sailing from Colby to Colby, destroying the major threats, use cockpit view and charge shots to blast groups of Mantas along the way. They're numerous and persistent, and they like to fly in formation, so your locked-on charge shots will often shoot down several at once.



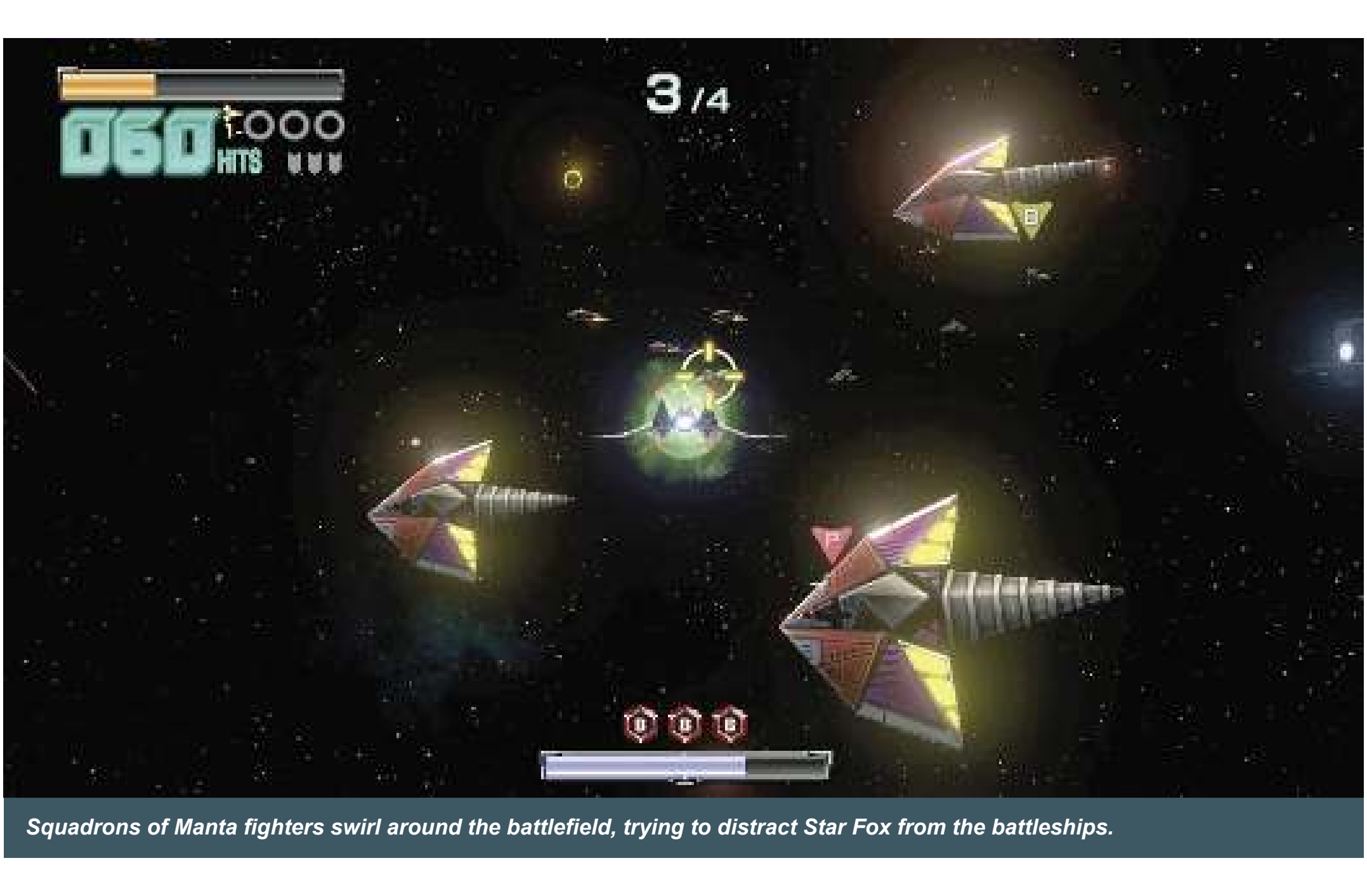
2 Your initial objective is to take out four approaching Colby ships. Relative the starting point, the two Colby battleships that are most leftward, or "west" on maps, are closest together. If you flare out to the left side of the battle space and fly back to the center, you can sweep over them both one after the other from their far sides.



Unlike in Sector α, where you flew headlong toward the Salvadora the whole time, here you have the luxury of being able to approach the Colbys broadside, or even from behind. Their heavy, carrier-crushing lasers make them deadly head-on, but from the sides, with only their destructible rapid-fire turret defense, they aren't any more threatening than a mere fighter craft. Line them up and blast each battleship down with laser fire.

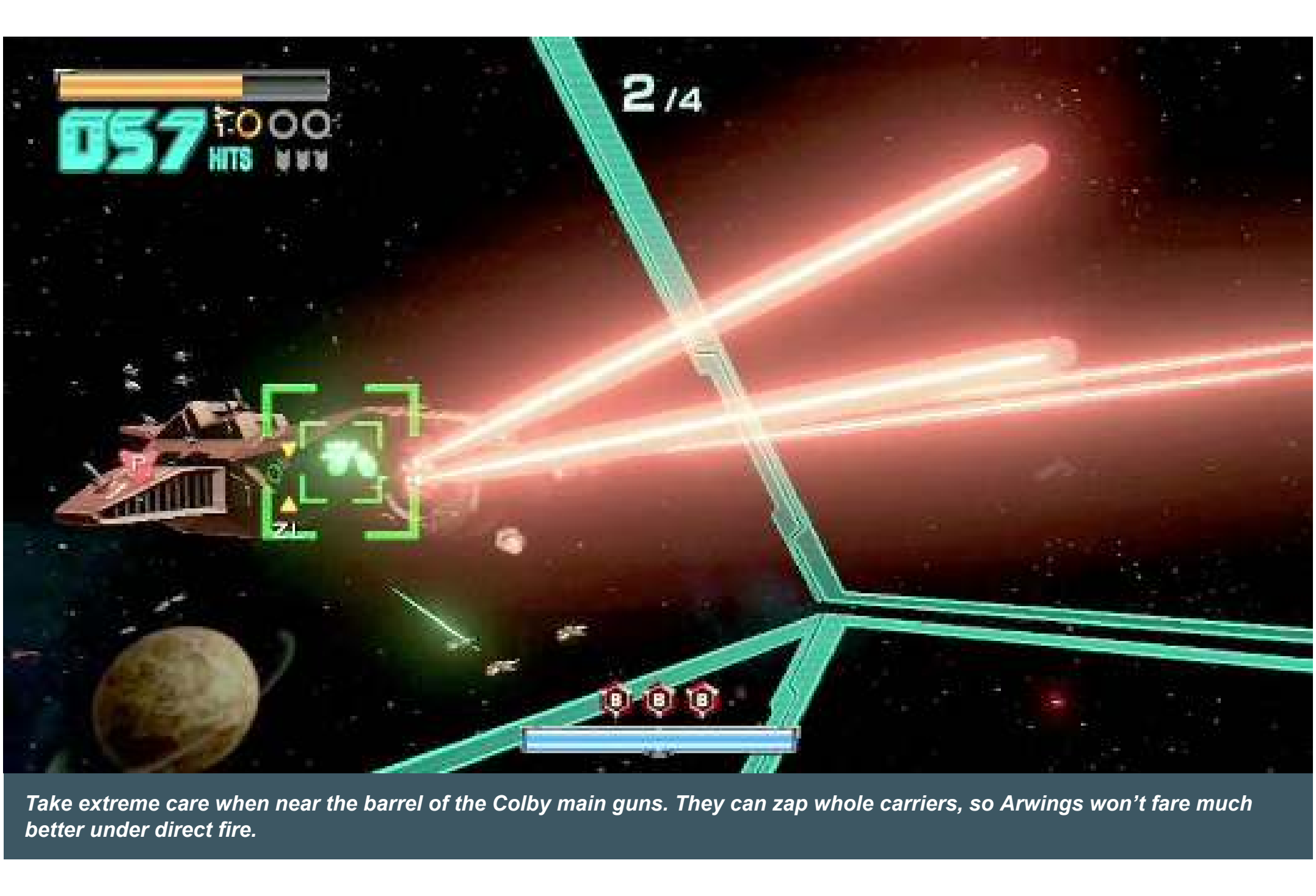


Being able to approach from their sides is a big advantage over Colbys here that you didn't have before in Sector α.



Squadrons of Manta fighters swirl around the battlefield, trying to distract Star Fox from the battleships.

If Mantas tail you along the way (and they will), you can shake them and put them in your sights with a somersault maneuver. If you fly quickly from Colby to Colby with crisp turns in between, focusing on neutralizing the big ships first, you can also ignore a Manta or two on your tail unless they get too close for comfort.



Take extreme care when near the barrel of the Colby main guns. They can zap whole carriers, so Arwings won't fare much better under direct fire.

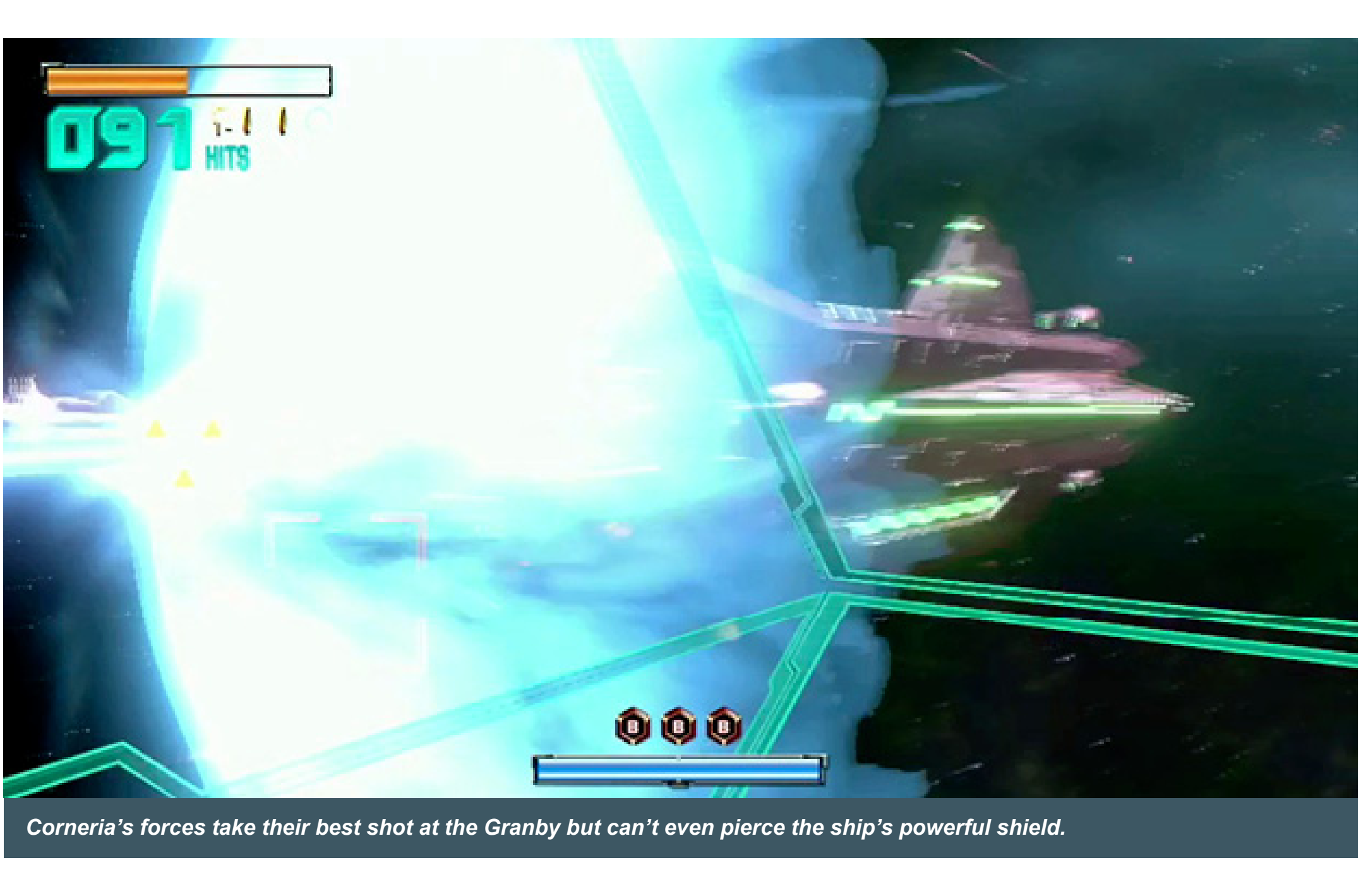
You begin with three bombs, and it's tempting to use them, but hold onto them for now. You can exploit the Colbys here without resorting to heavier firepower, and the bombs will come in very handy later on. Instead, use twin lasers (thanks to the early upgrade) to whittle down Colbys, and charge shots and critical shots on Manta squadrons. When you take out the rightmost Colby (relative the start), you can pick up a second laser upgrade, activating hyper lasers! When four Colbys are destroyed, the next portion of the battle commences.

SOLAR OUTFITTERS

The friendly cruisers in this fight can provide you with crucial supplies. Buzz the control towers and flight decks of all four Cornerian capital ships to generate a plethora of pick-ups. The ships spawn silver rings, some gold rings, and more—buzz the two most central Cornerian carriers, and one provides you with a laser upgrade if you fly past its control tower again, and the other with a collectible medal!

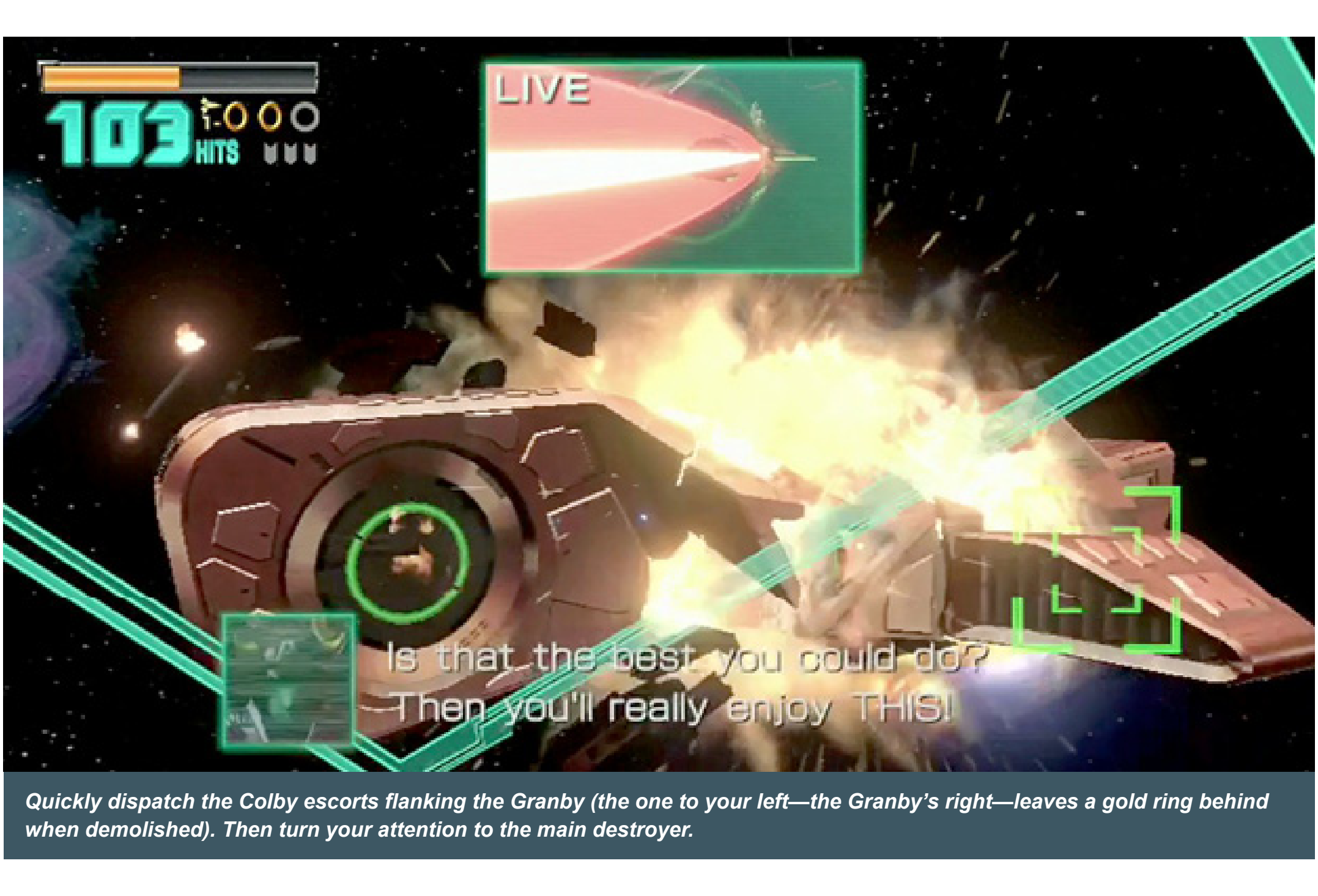
3 With the Colbys destroyed, a Granby-class battleship jumps into the battle, flanked by two more Colbys, one on either side. This huge destroyer isn't quite as big as the Salvadora supercarrier, but it's much more heavily armed—the Granby itself is basically a gigantic laser cannon.

Dreadnought Tactical Destroyer
Granby



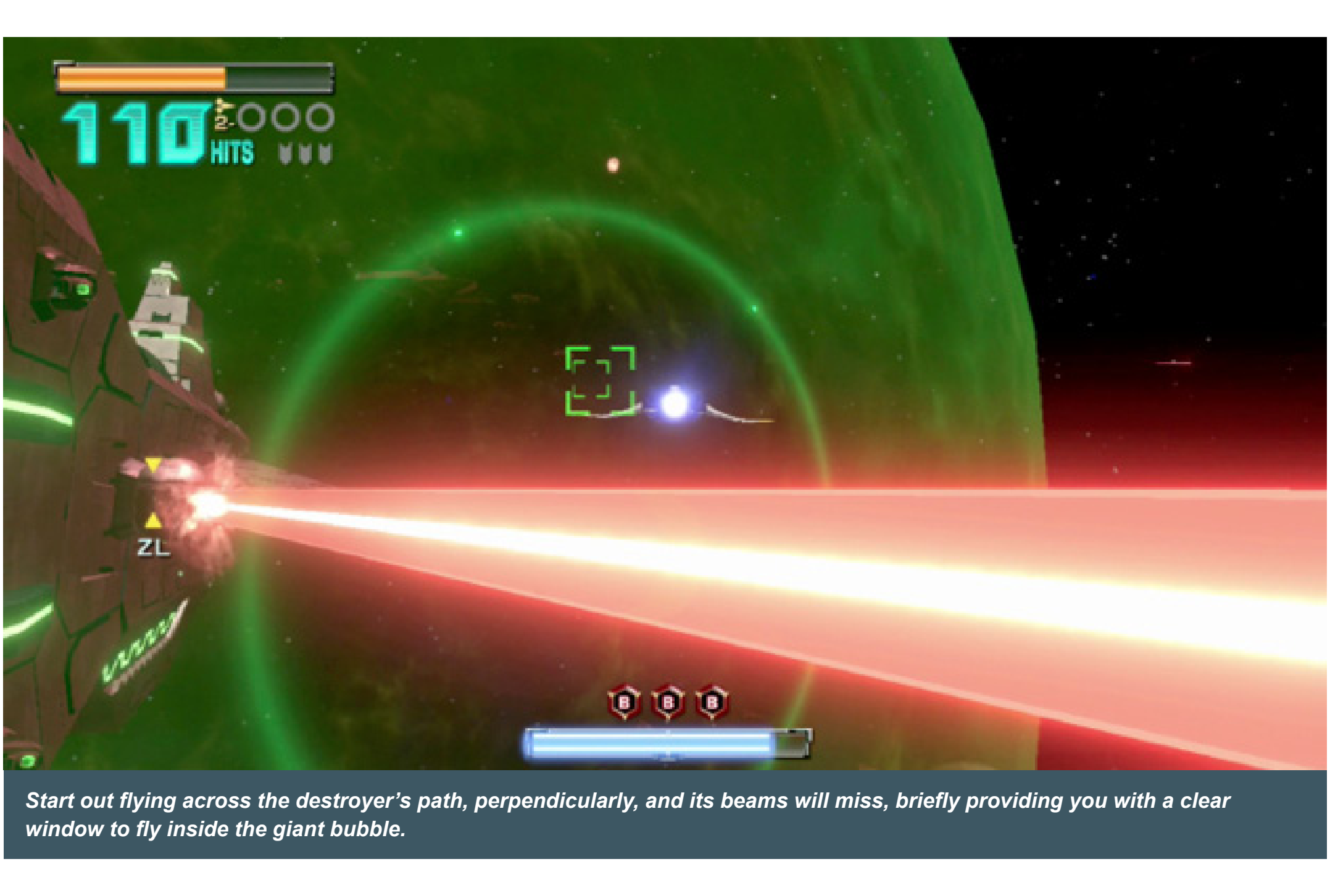
Corneria's forces take their best shot at the Granby but can't even pierce the ship's powerful shield.

The Granby is surrounded on all sides by an impenetrable force field that prevents direct assault upon it. If a Cornerian cruiser can't dent it with direct fire, a Star Fox Arwing won't do better. You must find some way around the Granby's defenses before it charges its main cannon and opens fire on the fleet.



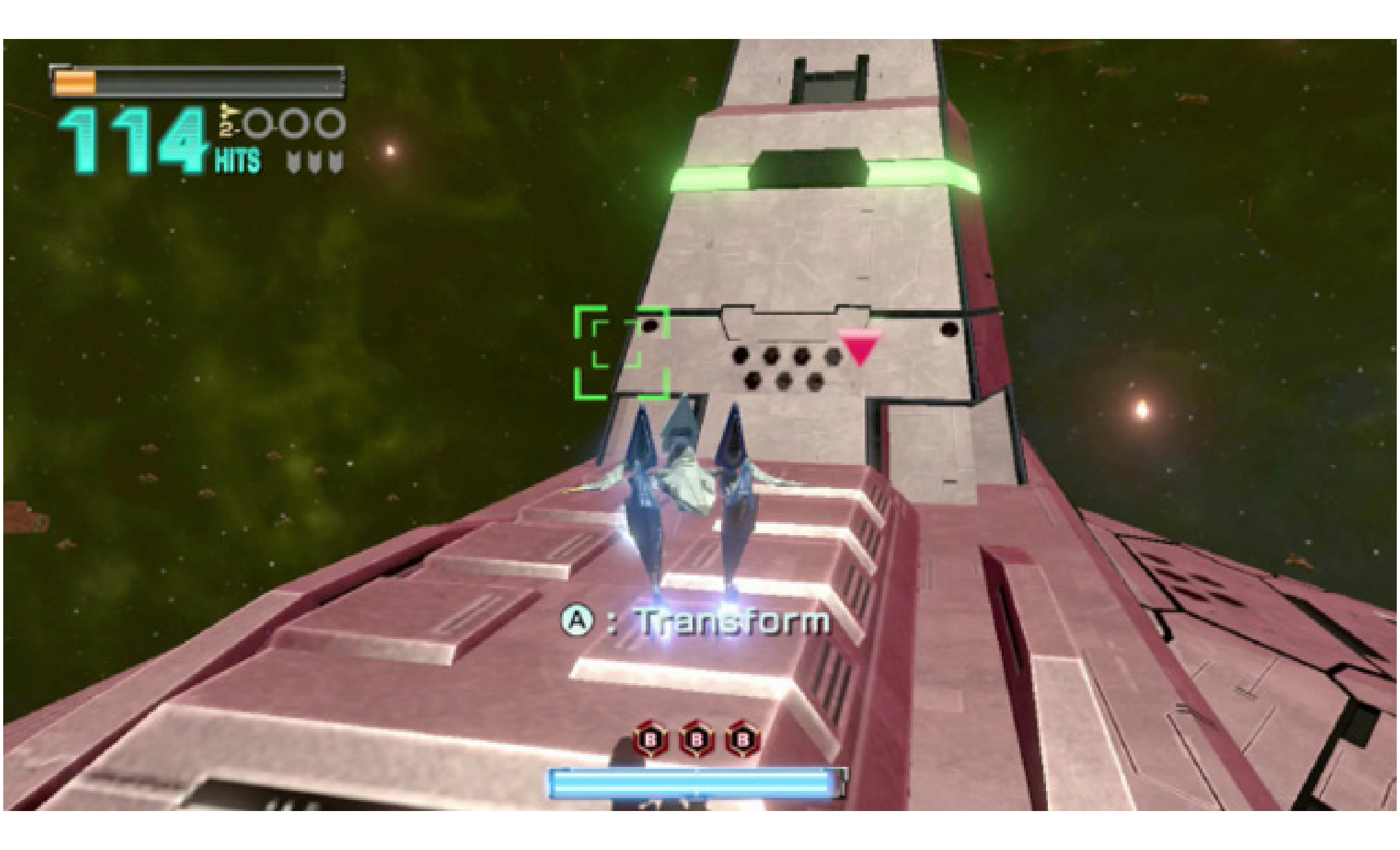
Is that the best you could do? Then you'll really enjoy THIS!

Quickly dispatch the Colby escorts flanking the Granby (the one to your left—the Granby's right—leaves a gold ring behind when demolished). Then turn your attention to the main destroyer.

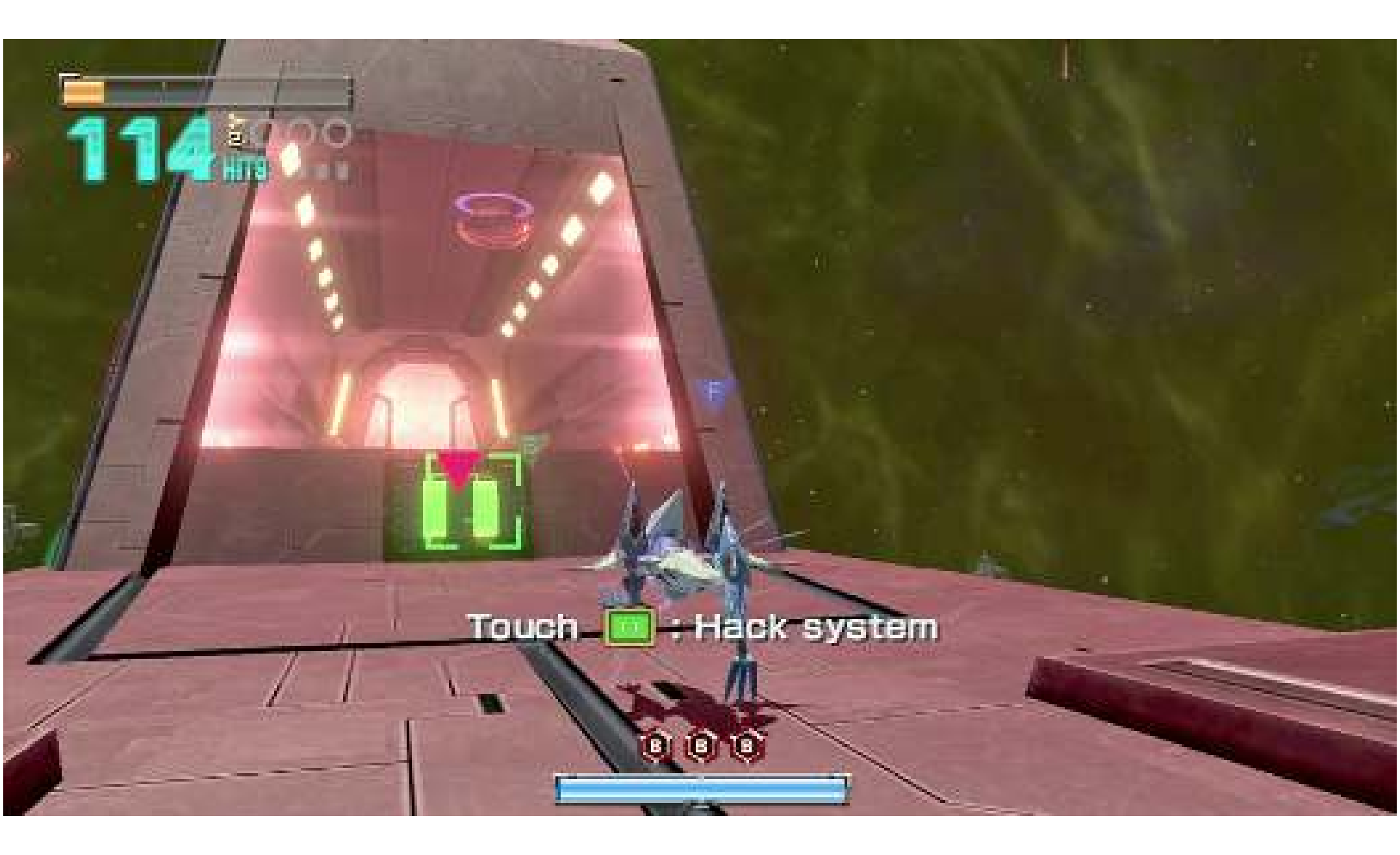


Start out flying across the destroyer's path, perpendicularly, and its beams will miss, briefly providing you with a clear window to fly inside the giant bubble.

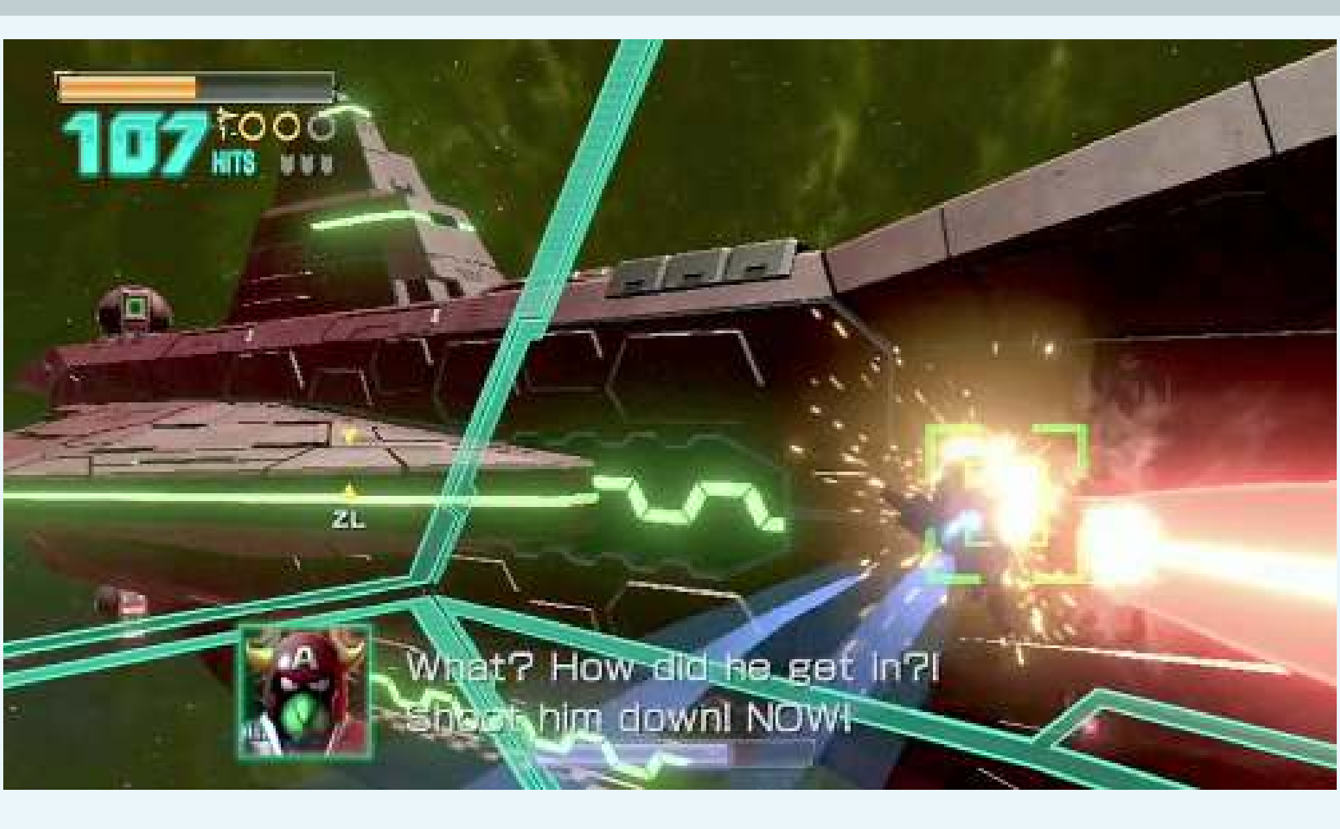
Your ticket inside involves exploiting the Granby's overwhelming offense. The destroyer must briefly drop its force field in places so that its mega laser cannon beams can safely exit. Fly across the front of the ship, using focus view to keep an eye on the angle of laser fire about to head your way, then cut hard toward the shield when the Granby fires at you.



Inside the shield, you have limited space to maneuver, but you can use the brake while flying for extra time to avoid obstacles, and you can even transform to Walker mode and hover around the destroyer if needed. The Granby destroyer itself makes a nice big landing pad for the Walker. You can run and hop across the ship's surface while destroying turrets along its hull and looking for a way to destroy this thing. Exploration, along with Slippy's intel, will eventually lead you to a covered terminal on the aft deck, just underneath an opening blocked by another force field.

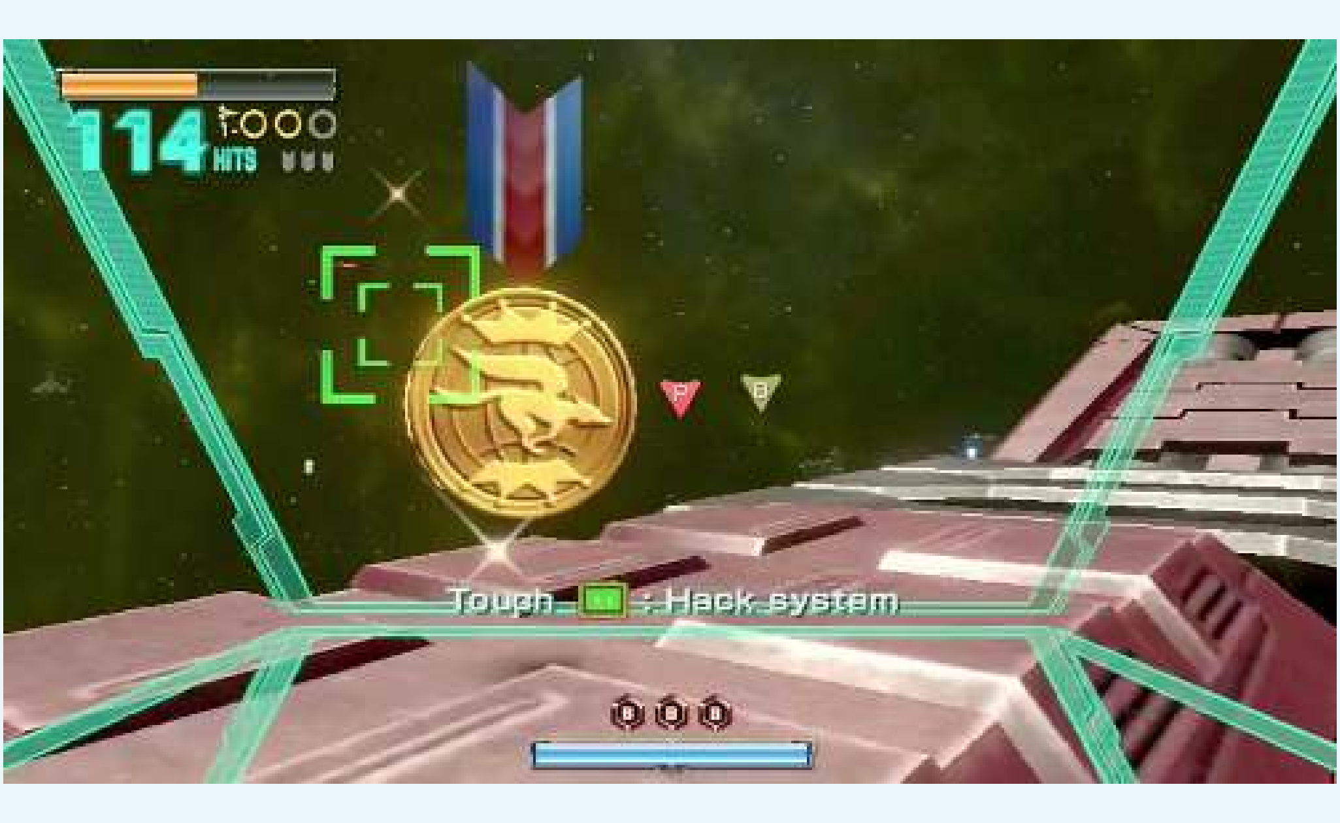


DEFANGING THE GRANBY

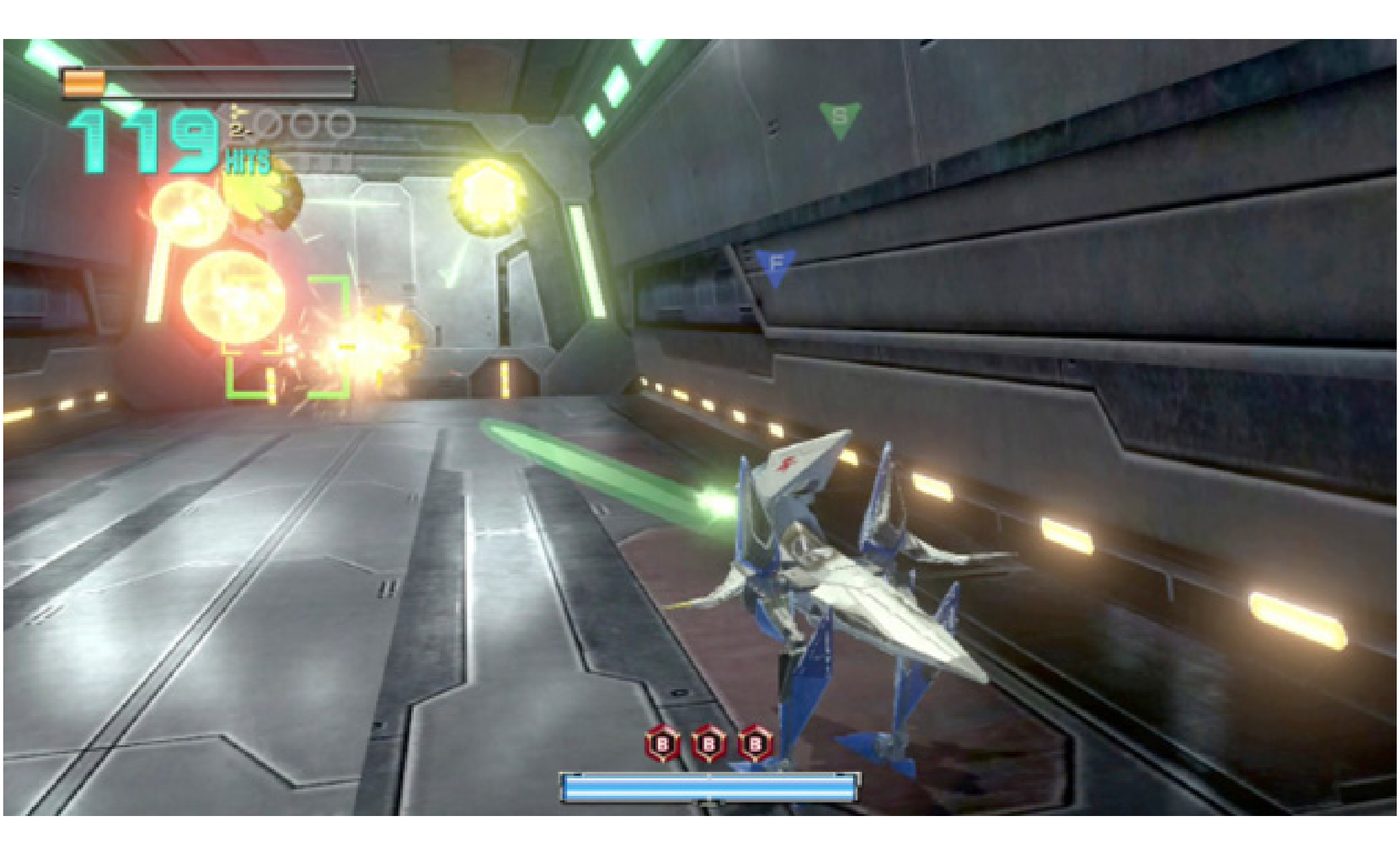


What? How did he get in?! Shoot him down! NOW!

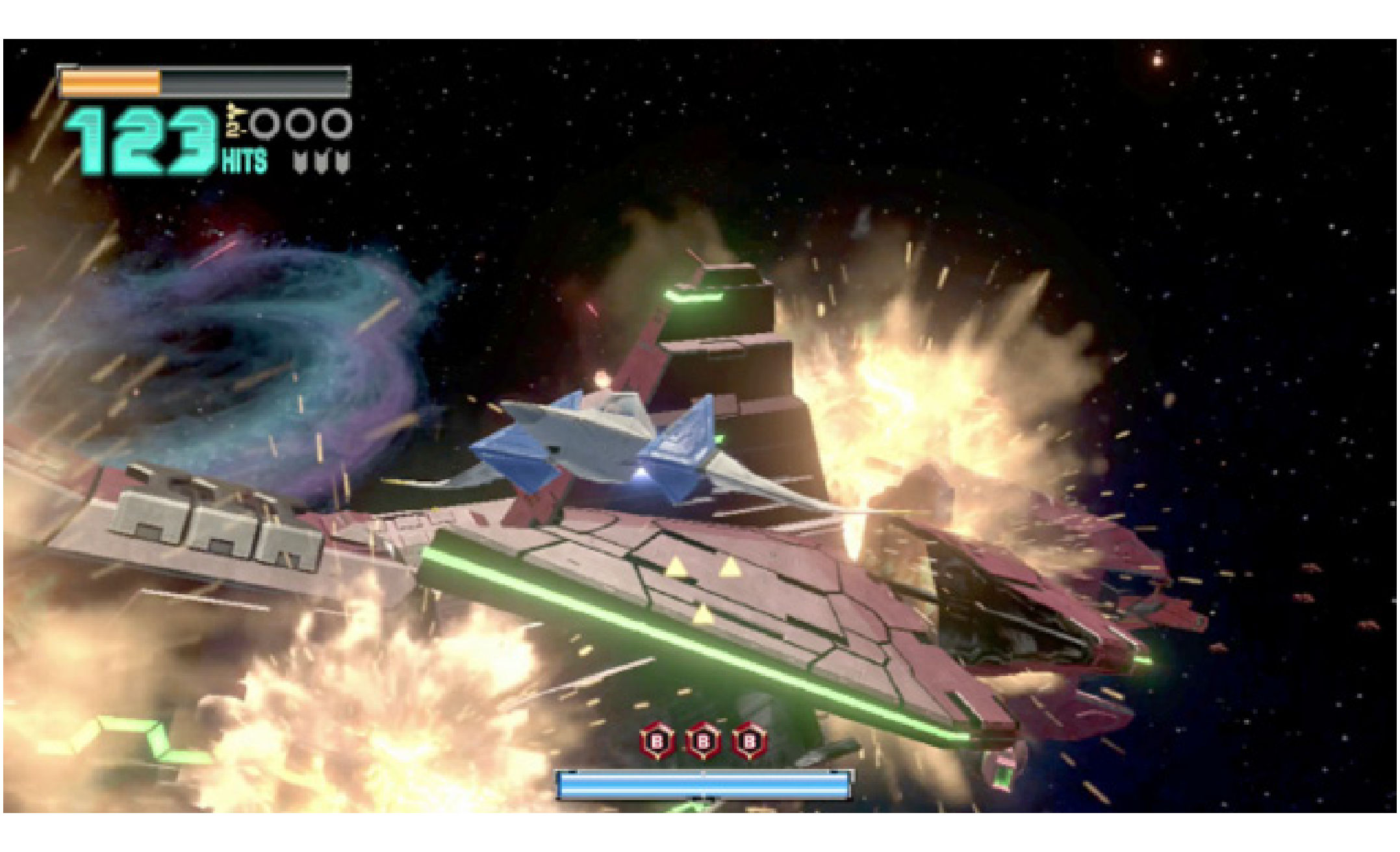
It's not mission-critical, especially since you're about to destroy the whole ship anyway, but if you destroy each mega laser cannon on the Granby, a secret medal will be revealed on the top deck of the ship in front of its control tower. Once you've collected the medal up top, you're safe to proceed inside from the back as normal.



Shooting the covering reveals a terminal now hackable by the Walker. Walk up in the Walker to initiate the process, which drops the force field that leads inside the ship. Hopping inside, you find a shaft and hallway guarded by two Chiritori bots, leading to a shield generator powered by three nodes.

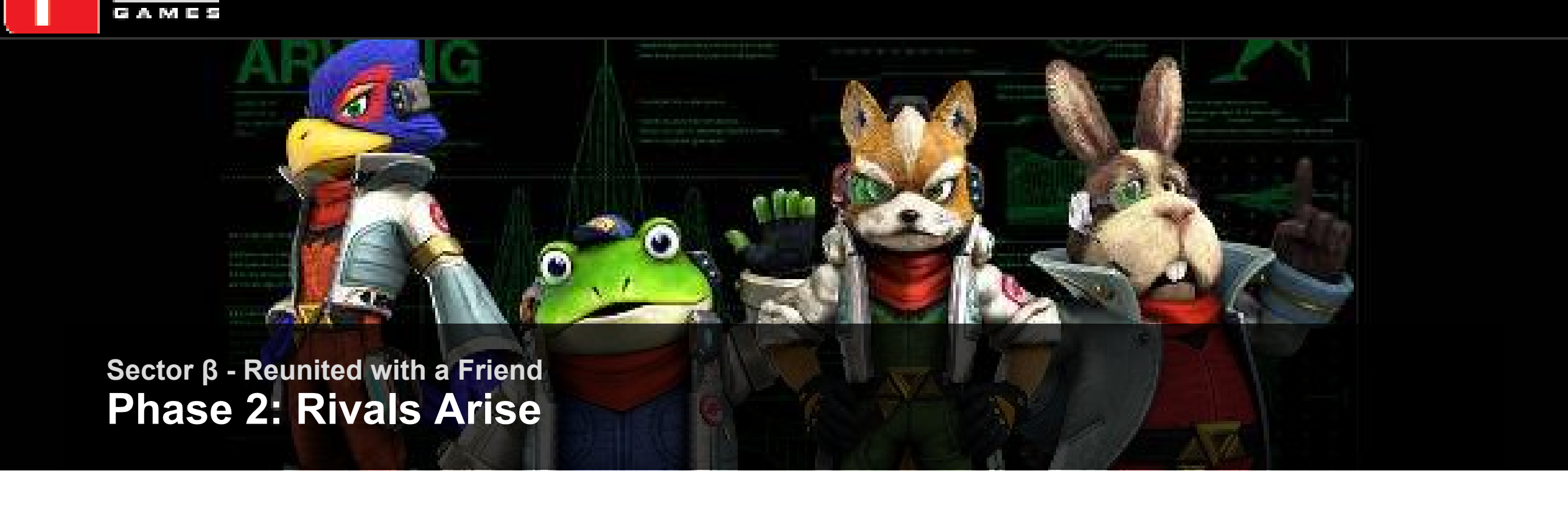


These are somewhat like the shield generator nodes deep inside the Salvadora and Androsa craft, though these are immobile, stuck to the wall. They shoot at the Walker like the others, but you can sidestep back and forth to cause these shots to miss while you return fire. Again, while you may have been tempted many times during this mission to use bombs, continue to hold off, and just chew the Granby's defensive core down with lasers. Once all three nodes are destroyed, General Pepper orders full guns upon the Granby without a countdown, so vacate the premesis pronto, using down on the Right Stick to hover up the step-like structures leading back up and out. Once outside, transform back to the Arwing then zip away, using focus view to watch the Granby broken to pieces by Cornerian blasts. Stick close to the Granby as it breaks apart—the first of three super gold rings appears where the Granby once floated.



NAIL BITER

When you destroy the Granby's shield generator nodes, don't rush to exit right away. Wait against the wall where the nodes were until General Pepper begins to order the Granby's destruction. The super gold ring will spawn right here, at the shield's core. An extra silver ring also appears up the exit shaft, repairing the Walker on the way out. If you grab the super gold ring this way, it won't appear after the Granby is destroyed.

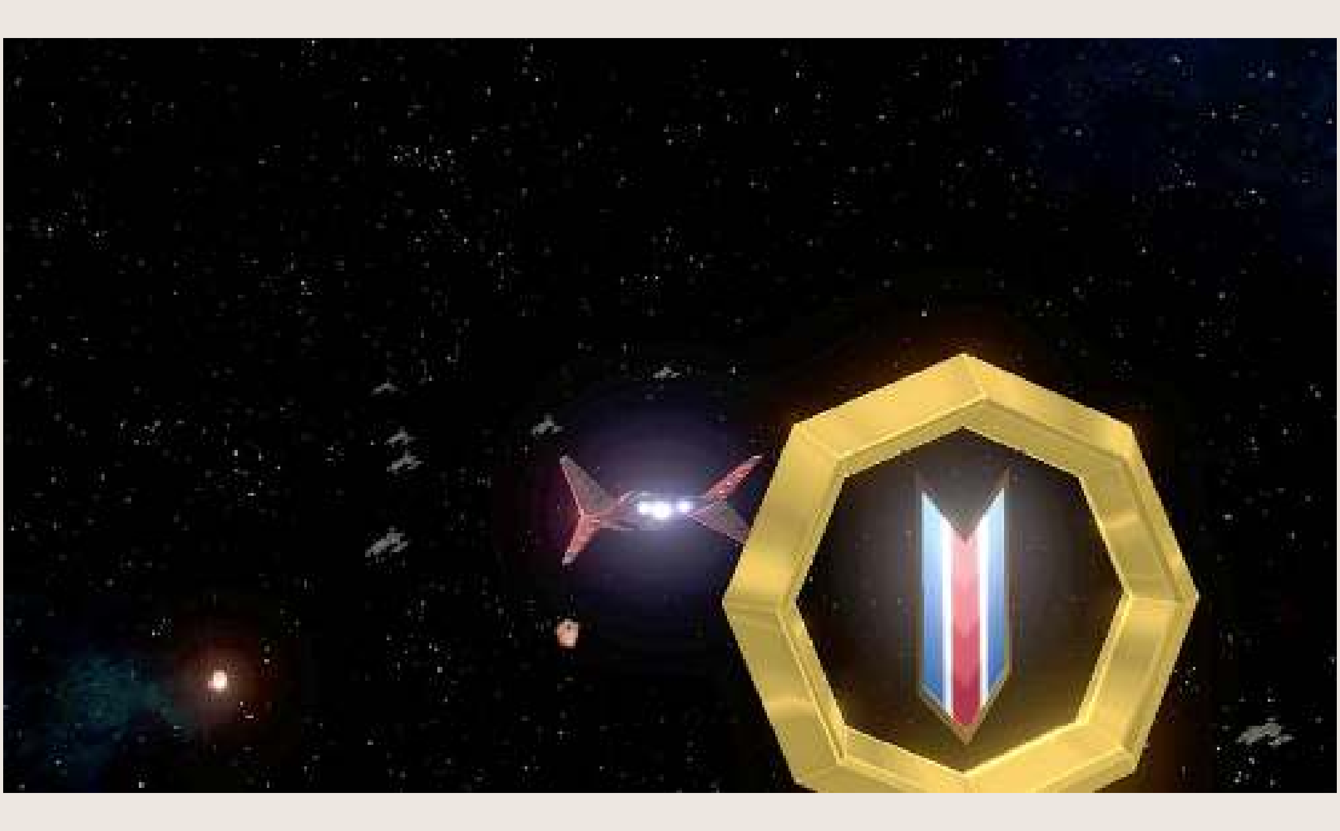


Sector β - Reunited with a Friend

Phase 2: Rivals Arise

CAUTION

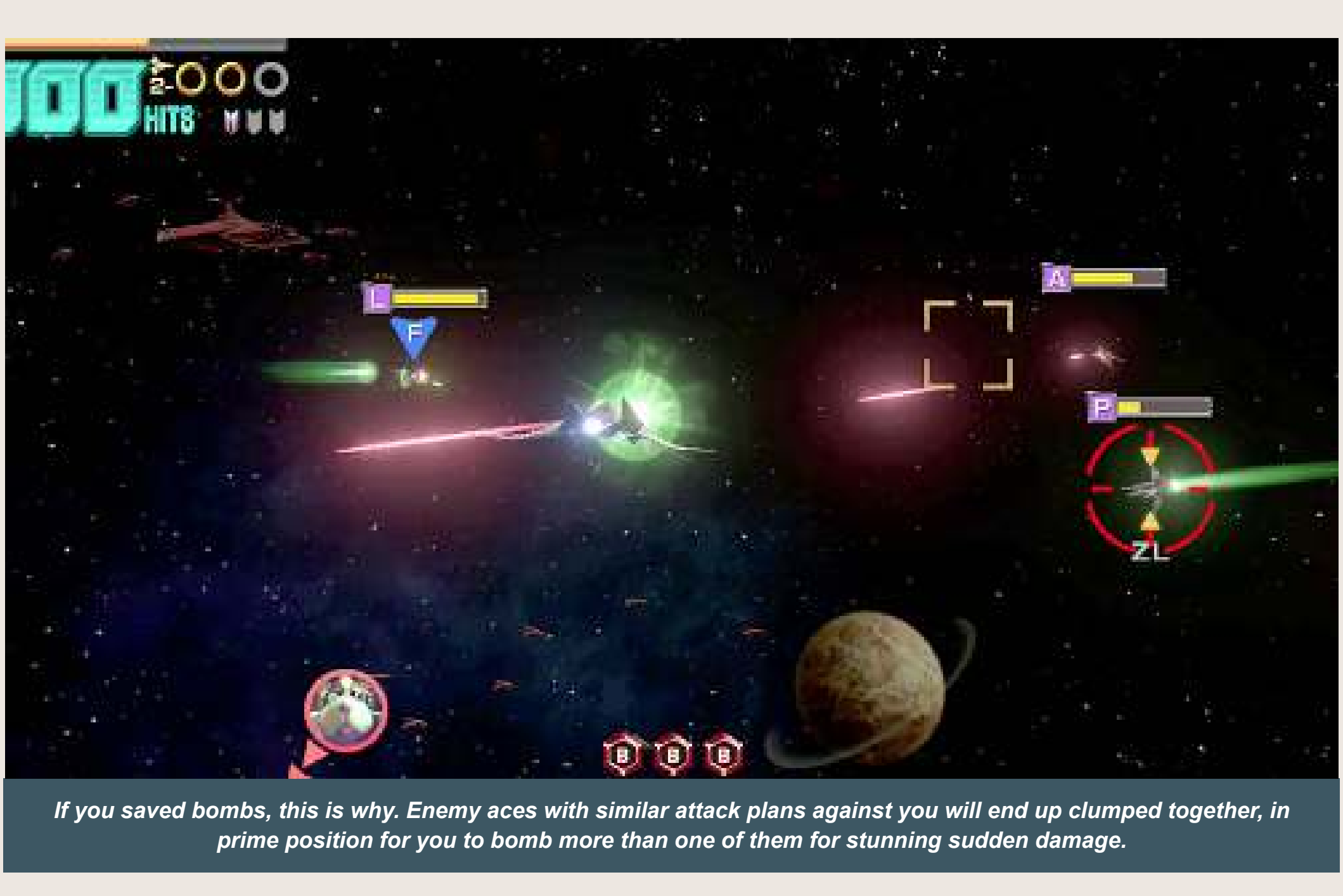
4 Katt shows up to well-wish and drop off the second super gold ring, but she quickly comes under fire from surprise attackers: Pigma Dengar, Andrew Oikonny, and Leon Powalski… everyone from the Star Wolf squadron except Star Wolf himself! They swoop in after Katt and Star Fox, amid the Cornerian fleet and the Manta fighters marooned by the demolished Androssian destroyer.



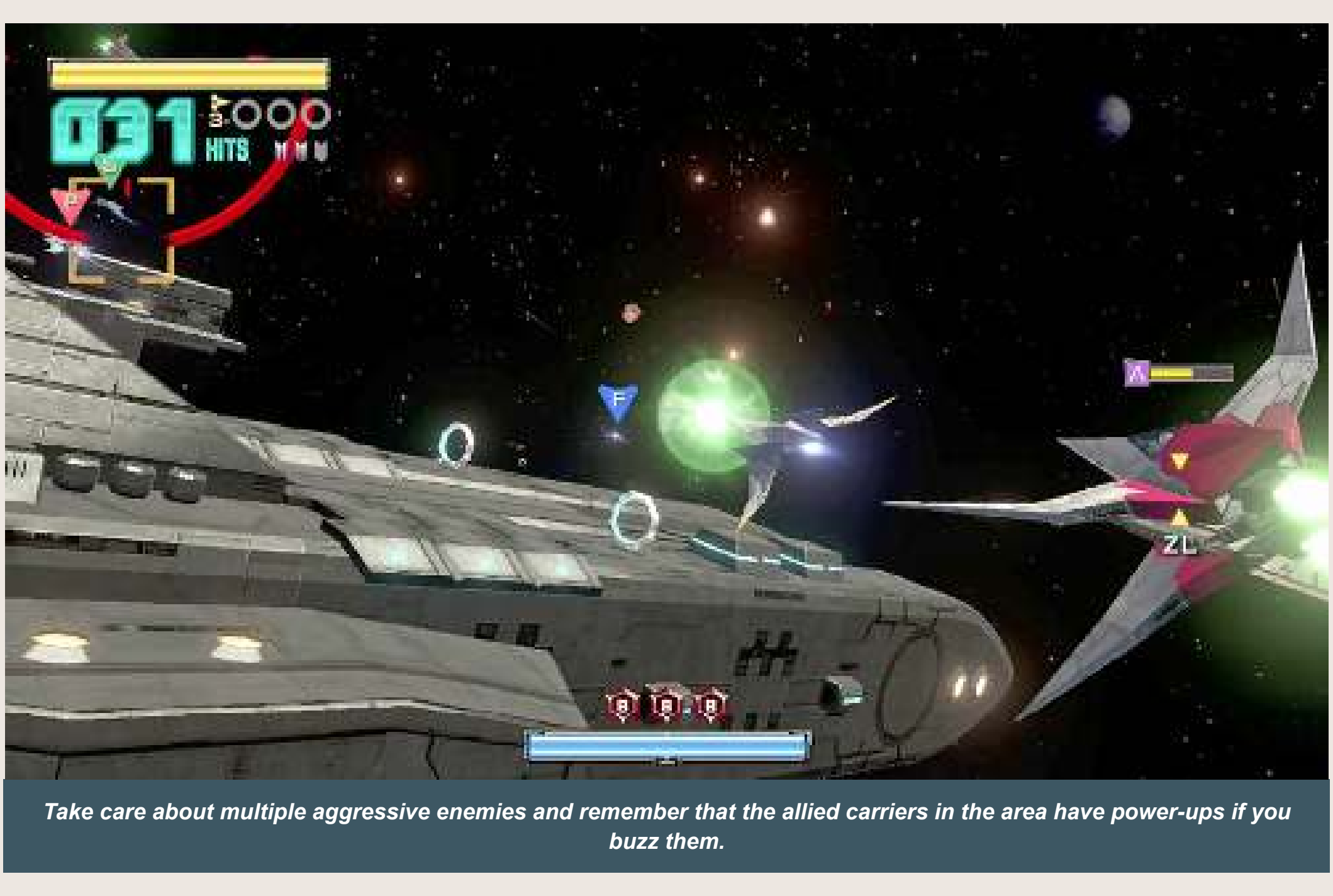
You have some experience against a seasoned dogfighter from the encounter with Pigma during Area 3's mission to secure the Gigarilla. It's not just Pigma anymore, though. Against three aces, you need to be extra aggressive and careful in equal measure. Whittle away whichever of Pigma, Leon, or Andrew is available to you as a target, while being ready to somersault or take other evasive action if and when one of them pulls in right behind your Arwing.

The biggest difference-maker to shut these guys down early is drawing a solid, steady bead on them with twin or hyper lasers. Try to create a scenario where one of them is turning hard to get away but you're turning even tighter, keeping them just on the edge of your fully-tilted aim. Another great (and less execution-intensive) setup can occur when you're tailing someone, firing at them, and you predict they'll attempt a somersault escape. Brake hard, hoping to stop short of their own curbed momentum. If successful, this maneuver puts them rightin front of you (instead of right behind you), and trapped by their own momentum for a couple seconds. This makes them veritable sitting ducks as you unload both bores on them, laser shot after laser shot adding up damage fast.

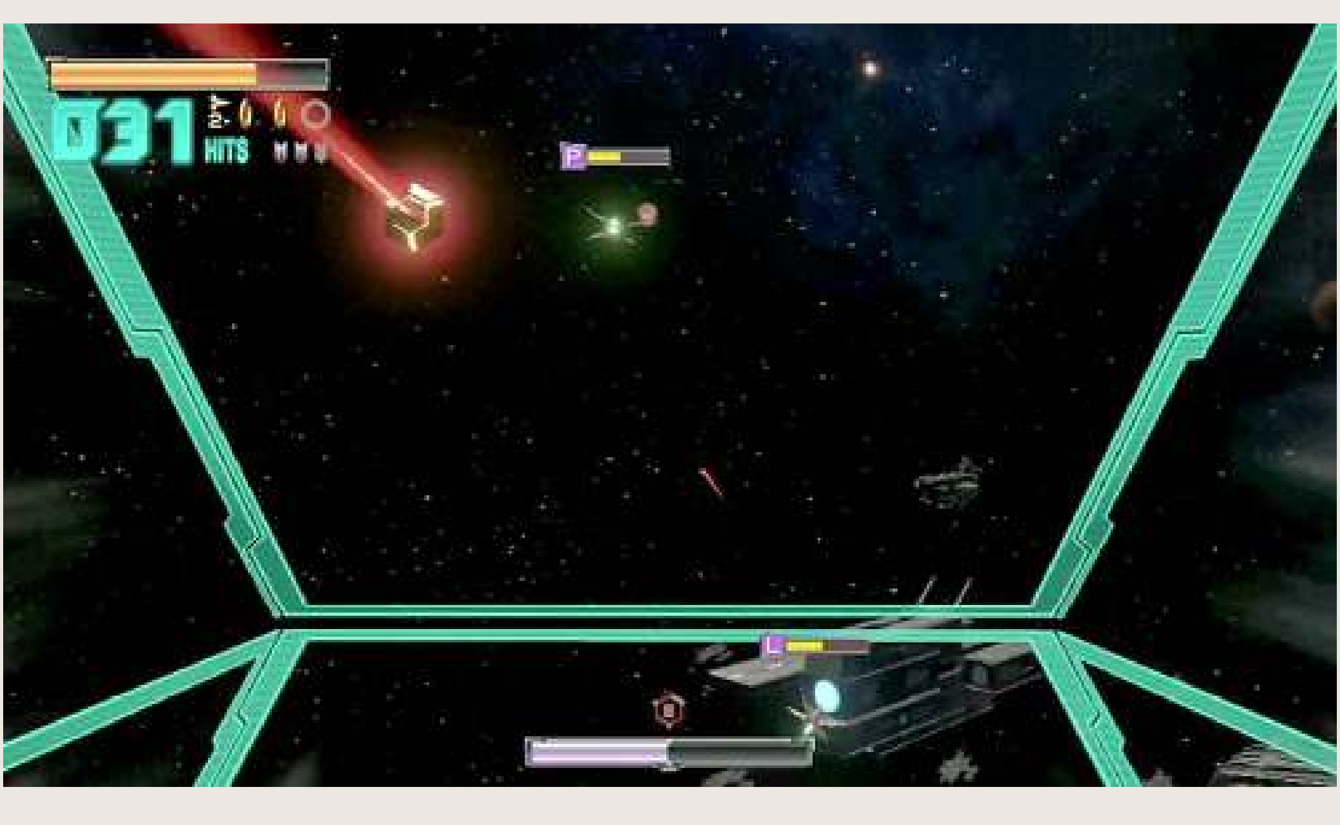
Of course, when trying to acquire slippery targets, you should be ready with charge shots, getting damage anywhere you can, including with stray or unexpected lock-ons. But the quickest path to subdued Wolfen is through sustained laserfire.

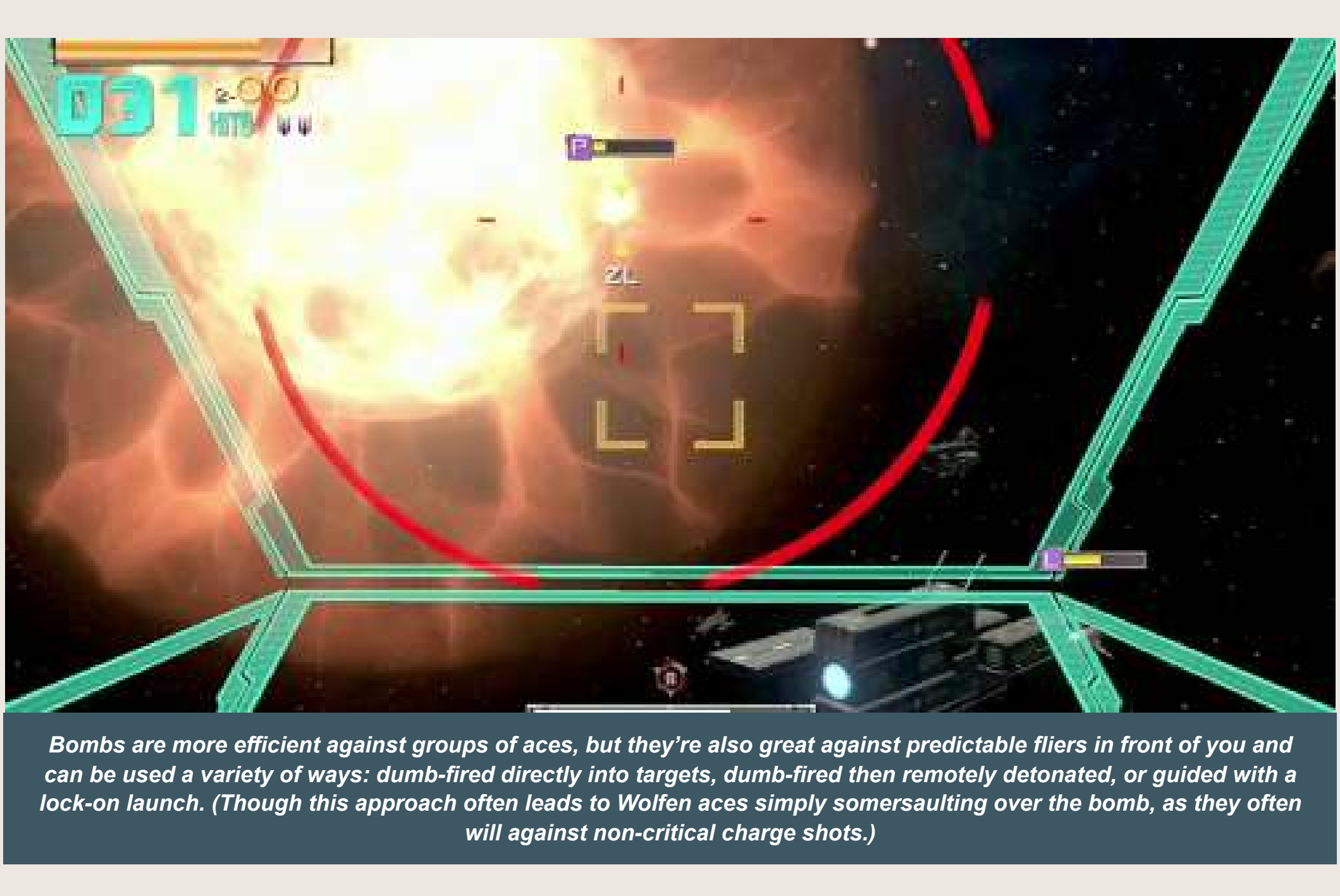


If you saved bombs, this is why. Enemy aces with similar attack plans against you will end up clumped together, in prime position for you to bomb more than one of them for stunning sudden damage.



Take care about multiple aggressive enemies and remember that the allied carriers in the area have power-ups if you buzz them.

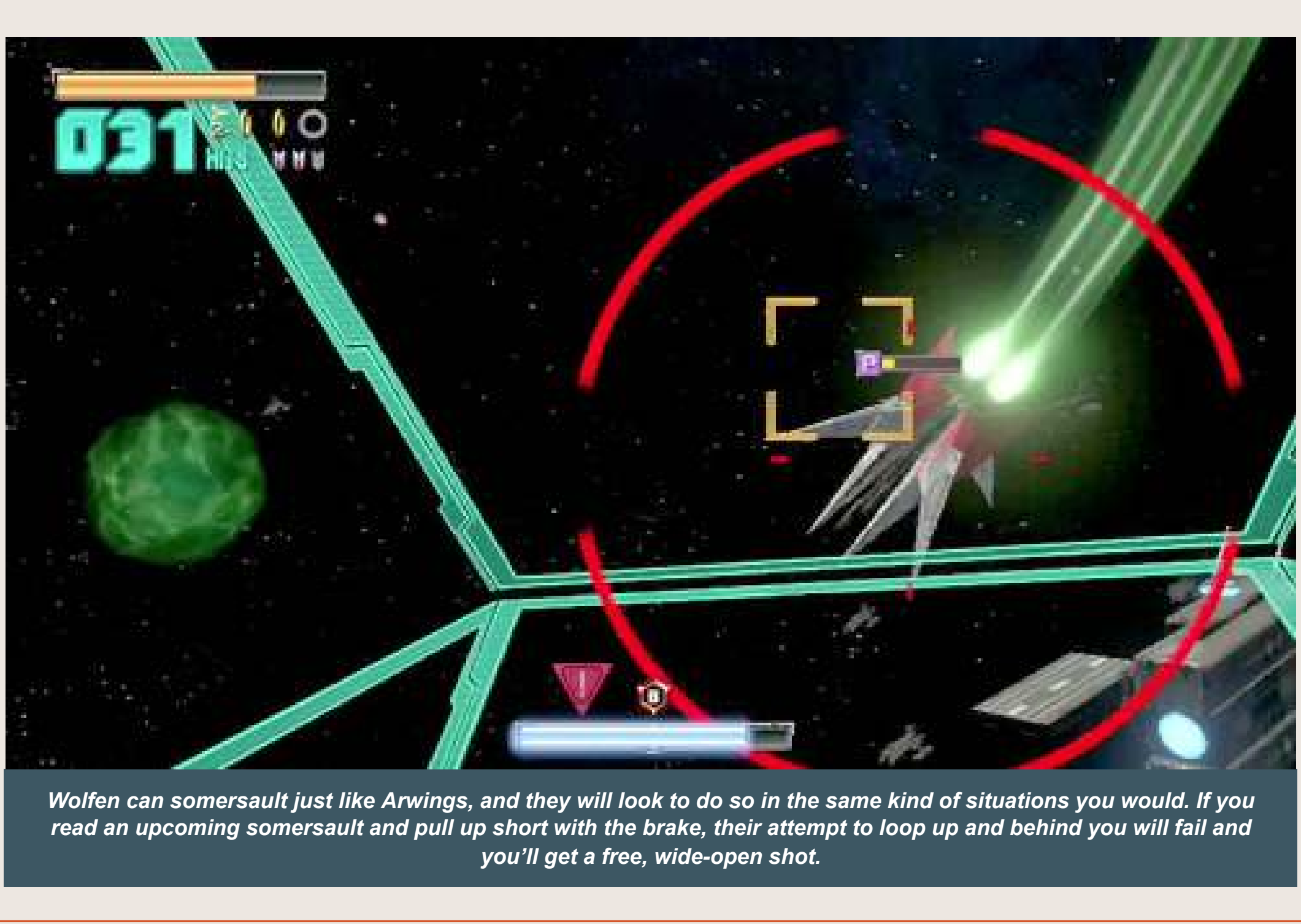




Bombs are more efficient against groups of aces, but they're also great against predictable fliers in front of you and can be used a variety of ways: dumb-fired directly into targets, dumb-fired then remotely detonated, or guided with a lock-on launch. (Though this approach often leads to Wolfen aces simply somersaulting over the bomb, as they often will against non-critical charge shots.)

When you get on someone's tail, they'll almost always make a quick attempt to lose you, so targets can be slippery, especially if you haven't yet mastered the combination of flying and motion aiming controls. But in addition to having to hunt down targets with tight flying, you can also often more easily pick up Wolfen targets as they chase your wingmates. You'll still want to keep Falco, Peppy, and Slippy in mind, and not just because Katt is worried about Falco. While they're still in the fight, your friends distract the remaining Wolfen, along with adding to your hit score at the end of the mission.

The evil aces each drop a valuable power-up when shot out of commission. Traitorious Pigma leaves behind a spare bomb pick-up. Leon leaves behind a laser upgrade, perfect for acquiring (or re-acquiring) hyper lasers. And Andrew leaves behind a super gold ring. That's the third one, after one left in the wake of the Granby's violent decommissioning, and the other left as a reunion present by Katt before Wolfen interrupted.



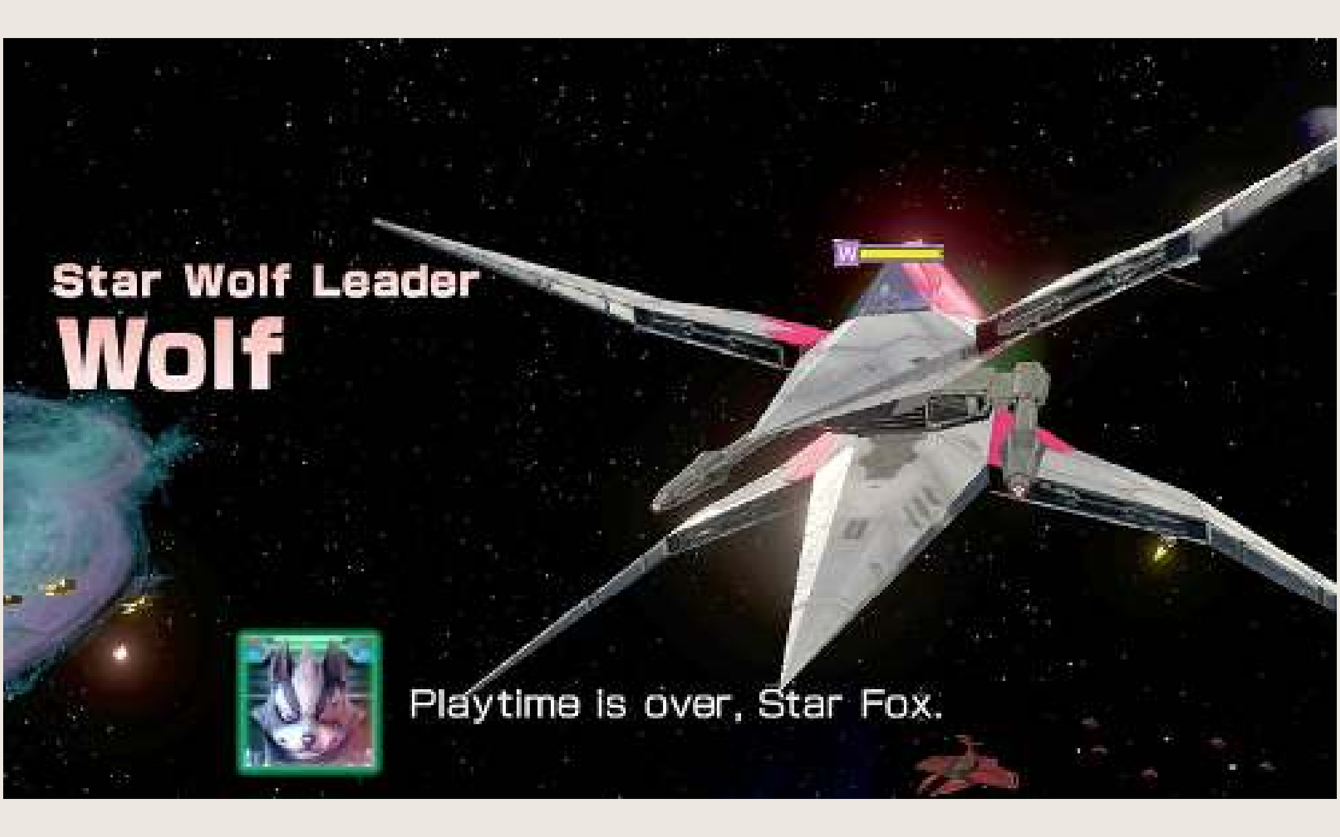
Wolfen can somersault just like Arwings, and they will look to do so in the same kind of situations you would. If you read an upcoming somersault and pull up short with the brake, their attempt to loop up and behind you will fail and you'll get a free, wide-open shot.

GREATEST HITS

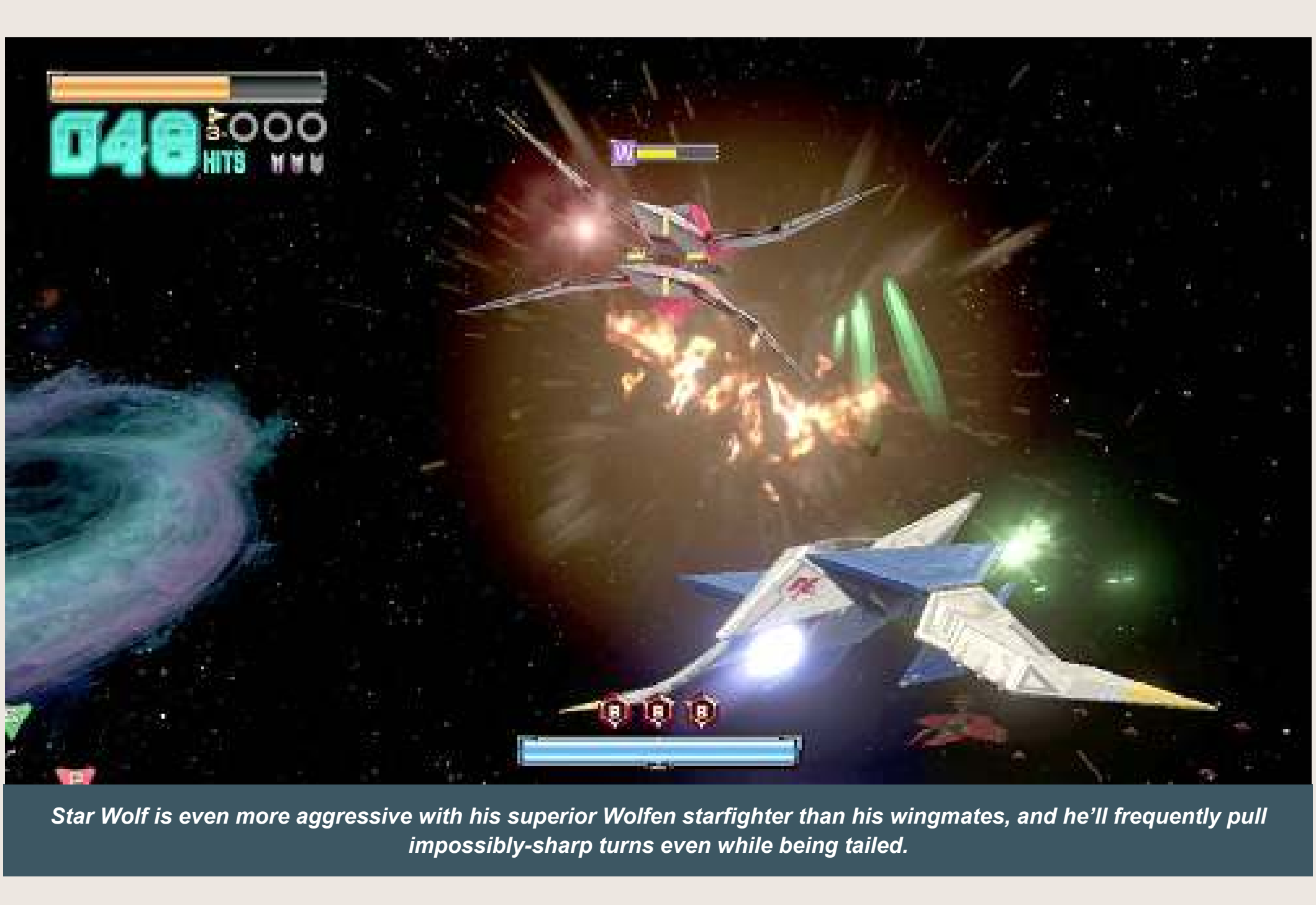
The aces are also worth quite a lot of hit score, but not indefinitely. If you shoot them down in a reasonable amount of time after engaging them, Wolfen fighters are worth 30 hits. As the battle drags on, though, the number dwindles down to 10 and finally 5 hits. In order to chase the medals for hit score on stages with dogfights, you must shoot Wolfen down fast, even if there are several of them.

CAUTION

After any two of the Star Wolf members have been shot down, the pack leader, Wolf, appears.

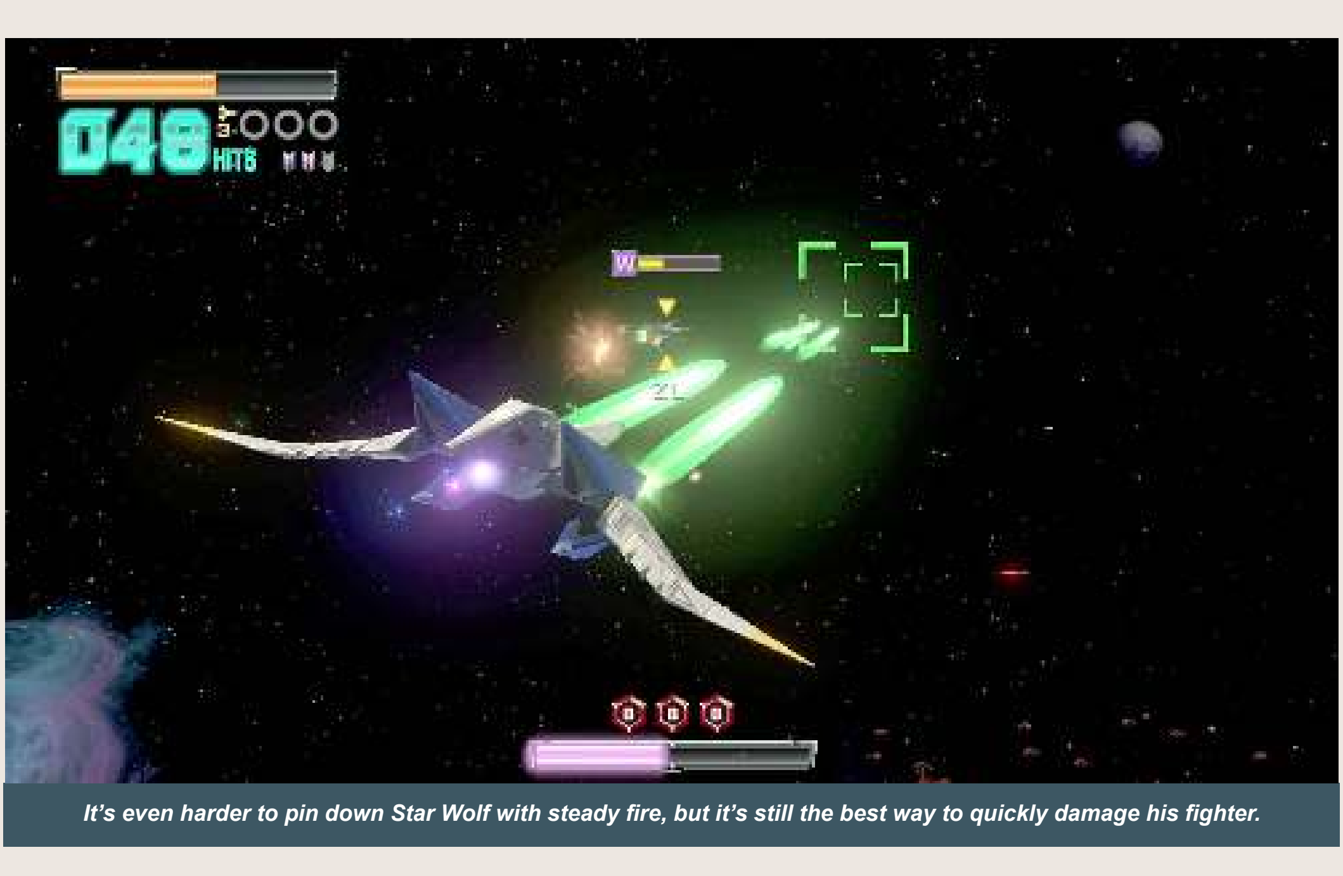


Star Wolf, grizzled leader of his own mercenary squadron, is a far more dynamic pilot than his squadmates. Twisting his Wolfen craft to its limits, he can seemingly stop on a dime, execute lightning-quick somersaults, rapid changes of direction, and neck-snapping turns. Keeping your aim on Star Wolf can come down to prediction more than reaction. When you guess correctly that he'll break hard left or right, or somersault, or whatever, it gives you several seconds of uninterrupted eyes-on time to take aim.



Star Wolf is even more aggressive with his superior Wolfen starfighter than his wingmates, and he'll frequently pull impossibly-sharp turns even while being tailed.

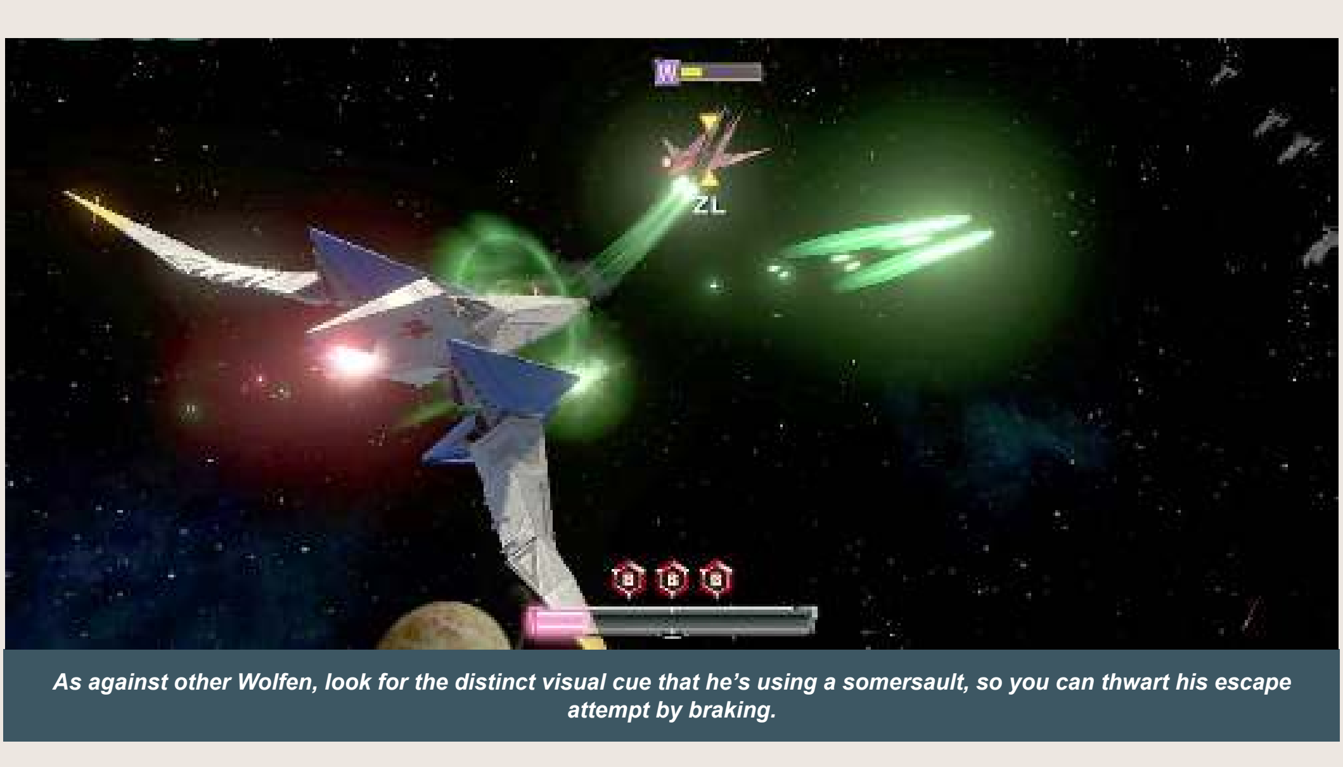
Star Wolf's maneuverability means he can get behind the Arwing for pot shots at its tail almost at will. He also sometimes seems to vanish. You can take advantage of his offensive impulse by intentionally letting him get behind you, then somersaulting into lock-on position, but be careful. Star Wolf is much faster to simply start shooting while he's tailing you than his comrades. When he seems to vanish, flying above or below your plane of view, chasing one of your allies, or hiding among the carriers, use focus view to locate him quickly. Time is of the essense in the dogfight against your nemesis.



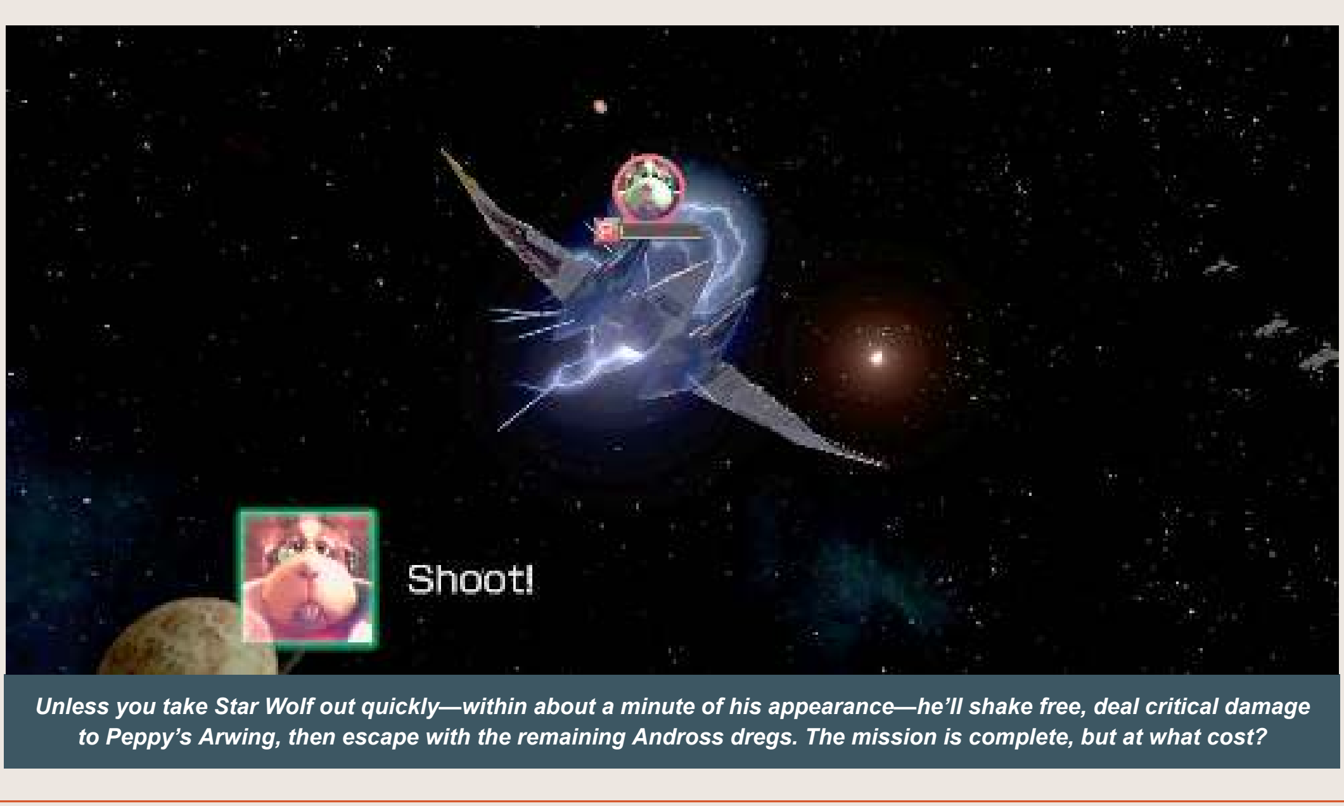
It's even harder to pin down Star Wolf with steady fire, but it's still the best way to quickly damage his fighter.

For the best shot at taking down Star Wolf, you'll need to have mostly thinned out his friends before he shows up. When Star Wolf himself is in the mix, go after him hard, and use focus view to reacquire him immediately whenever you lose track of him. If you have bombs left, and you get a shot at him, take it—there's no reason to save them anymore. Since Star Wolf loves to pull a rapid 180 or hard turn and come right back at you, he may hand you some exquisite chances to drop a bomb right into his path.

You don't need to "win" against Star Wolf, you just need to survive, and the mission is complete either way. But the outcome is much different depending on whether you can chase off Star Wolf before he deals a scary blow to one of your friends.



As against other Wolfen, look for the distinct visual cue that he's using a somersault, so you can thwart his escape attempt by braking.



Unless you take Star Wolf out quickly—within about a minute of his appearance—he'll shake free, deal critical damage to Peppy's Arwing, then escape with the remaining Andross dregs. The mission is complete, but at what cost?

MISSION COMPLETE: WALKING HACKS

With the Granby destroyed and Sector β under control, the Walker can now mimic Direct-i's hacking function elsewhere too. You can use this, for example, to hack Alpaca Tanks and disable them in the Walker. You can also return to Area 3 and use the Walker's hacking function to activate the Gigarilla without acquiring the Gyrowing.

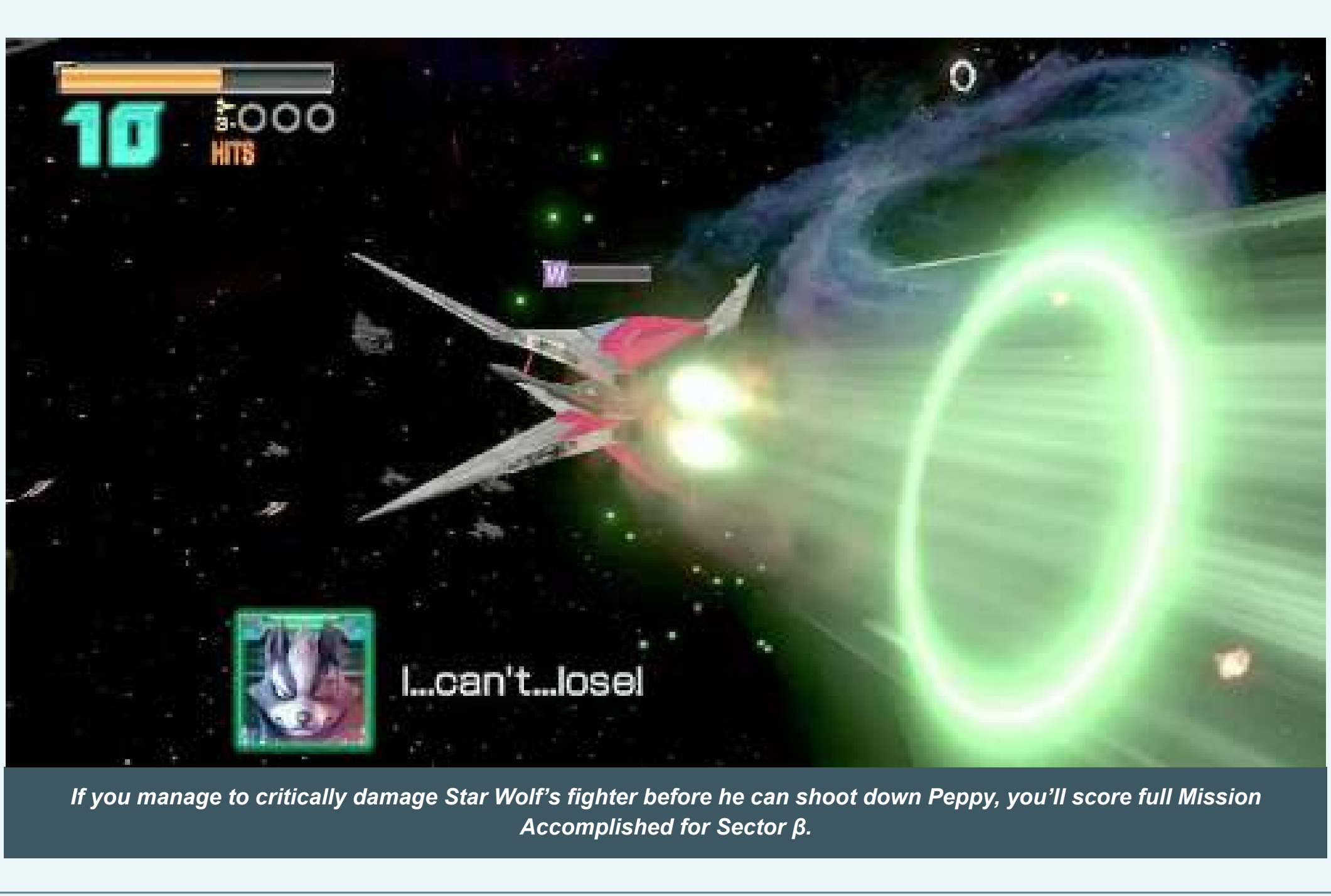
038
HITS
Leave things topside to us. You just get to that underground hangar!

MISSION COMPLETE: TELEPORTERS

Fox traveling through the teleporter from Area 3 to Zoness, then rendezvousing with everyone in Sector β was quite a revelation. This technology explains how Andross is able to shuttle forces throughout the Lylat system so effectively. With this knowledge in hand, you can now find Andross's teleporters during certain missions, and who knows where they might lead.

MISSION ACCOMPLISHED—O FORTUNA

Chasing off Star Wolf before he shoots down Peppy does two things. First, it scores Mission Accomplished for the mission, unlocking another medal. Second, it alters the usual path—instead of heading to Titania to climb aboard the Landmaster and scour the surface for Peppy, the whole squad continues directly on the most direct route to Venom, a wild, ancient planet called Fortuna. Taking the route from Sector β to Fortuna severely shortens the length of the adventure, skipping over three primary Story Mode areas. Later on, playing Arcade Mode, you may want the greatly shortened campaign, but eventually in your Story Mode advantures, you'll want to complete Sector β both ways, to follow the main path to Titania and the secret path to Fortuna. Both paths are needed for true Story Mode completion.

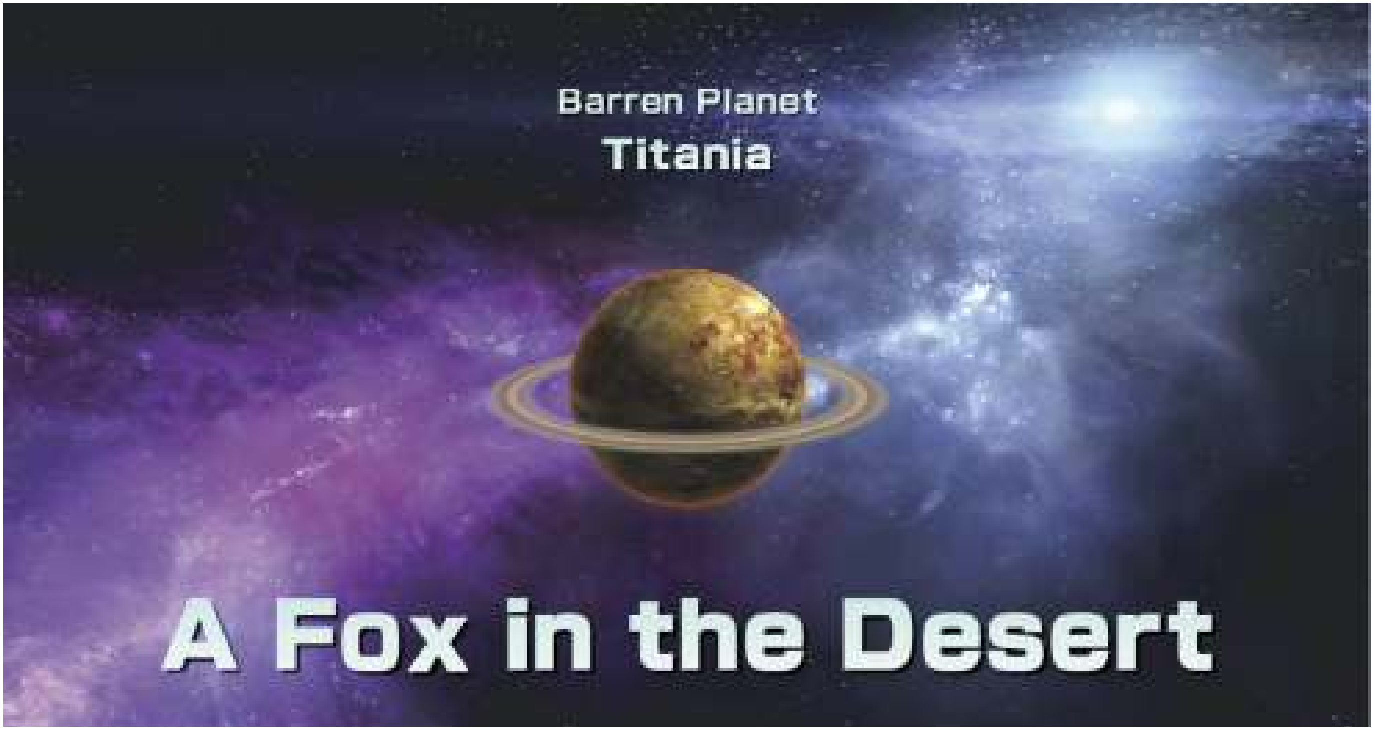


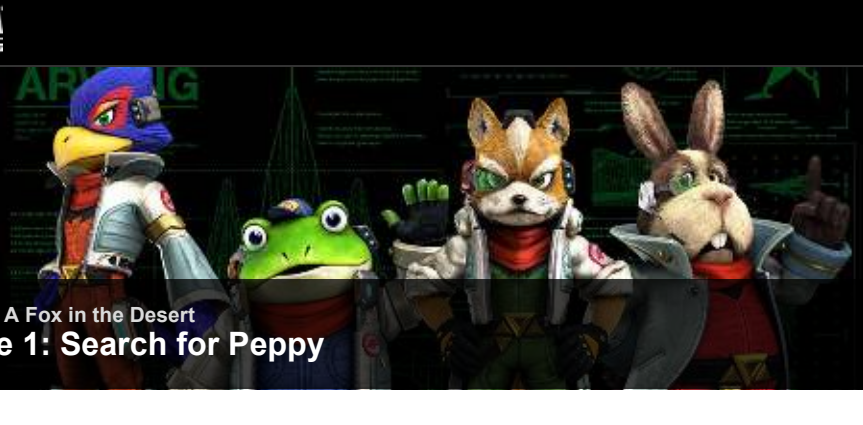
If you manage to critically damage Star Wolf's fighter before he can shoot down Peppy, you'll score full Mission Accomplished for Sector β.

Titania - A Fox in the Desert

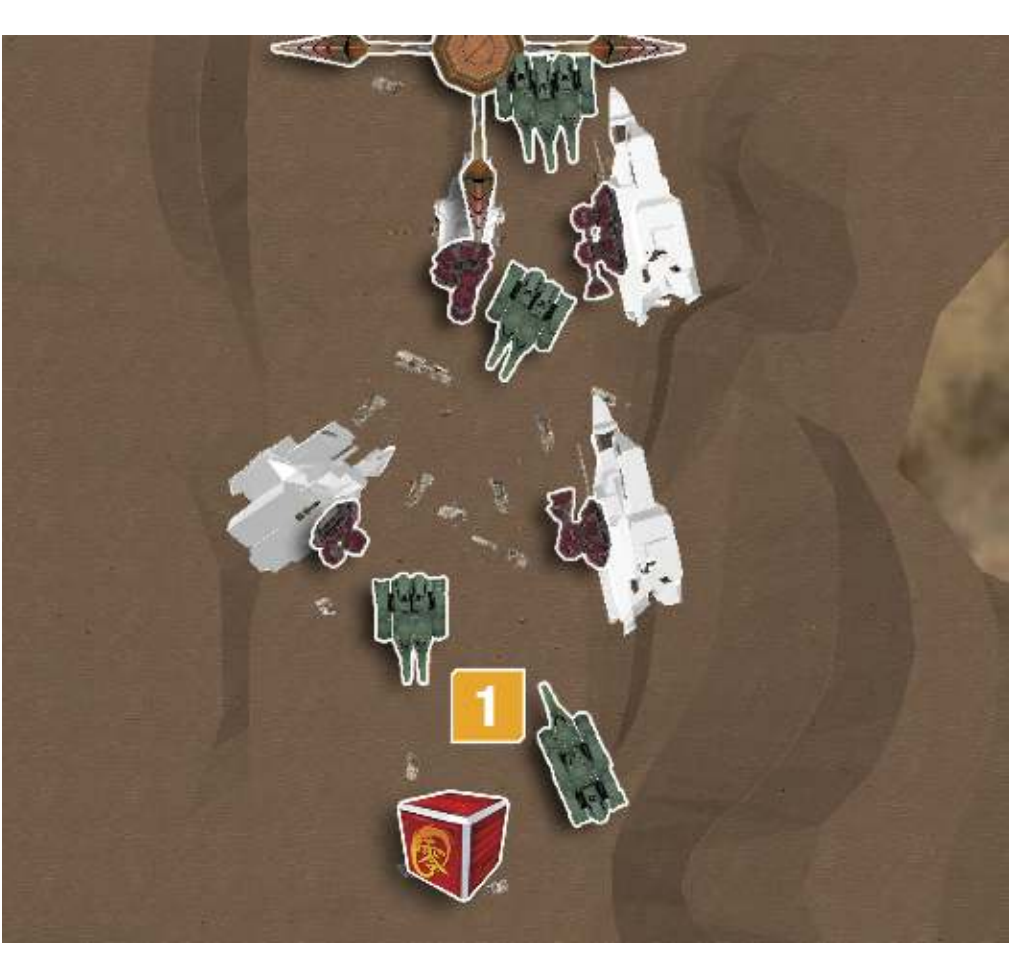
Introduction

During the massive scrum at the end of the battle for Sector β, Star Wolf disabled Peppy's Arwing before retreating with the remaining fighters from Venom. So the allied celebration in victory is short-lived, because Fox and friends are worried about Peppy's fate. The Great Fox tracks his wounded ship to the nearby planet Titania, a dust-blasted wasteland covered in sandstorms, bizarre lifeforms, and some exploratory Androssian fighters.



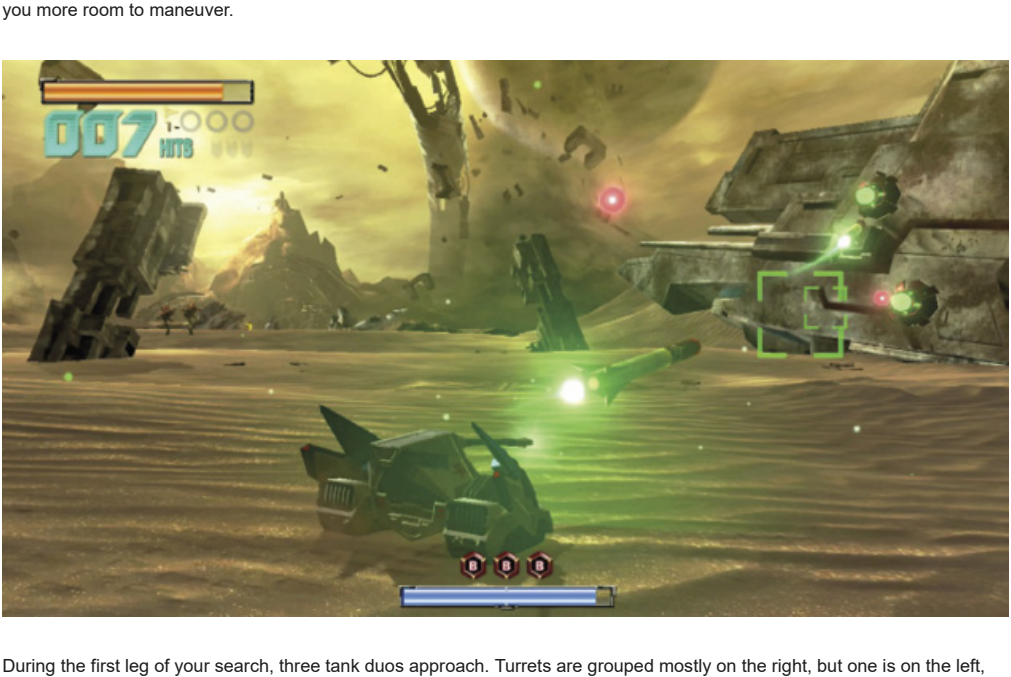


Phase 1: Search for Peppy



1 Combing the desert looking for Peppy's signal makes more sense in a land vehicle (in case he needs immediate help). The Star Fox Landmaster rolls out onto Titanian sand, with Slippy and Falco lending air recon and support in Arwings above.

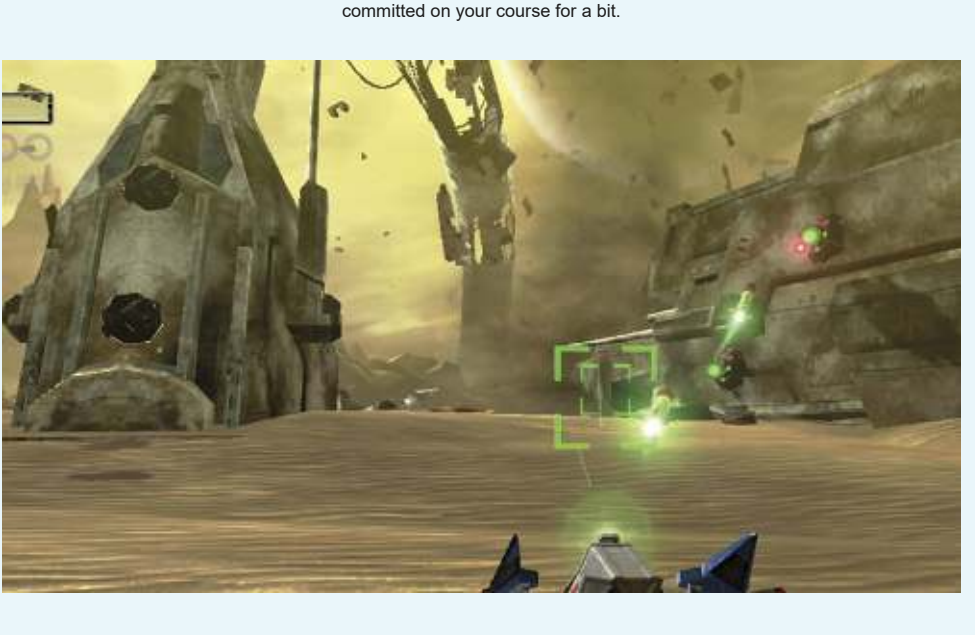
As you roll forward, groups of green tanks appear. These stout vehicles require several shots to destroy. Tremendous sandstorms uncomfortably nearby also hurl huge pieces of debris into your path. Smaller pieces of debris that become minor obstacles can be avoided or destroyed with laser fire. Bigger pieces landing, more often than not, happen to have some active turrets clinging to them like barnacles. Advancing down the path, make a habit of building a charge in advance, before you see enemies, but then also holding off when you first lock-on to a target. Scan quickly to see if that target has any allies, or if there are any other totally separate groups moving in too, so you can maximize each charge bomb launch. To avoid incoming fire while you build up three lock-ons, begin hovering as enemies fire at you, or strafe in whichever direction gives you more room to maneuver.

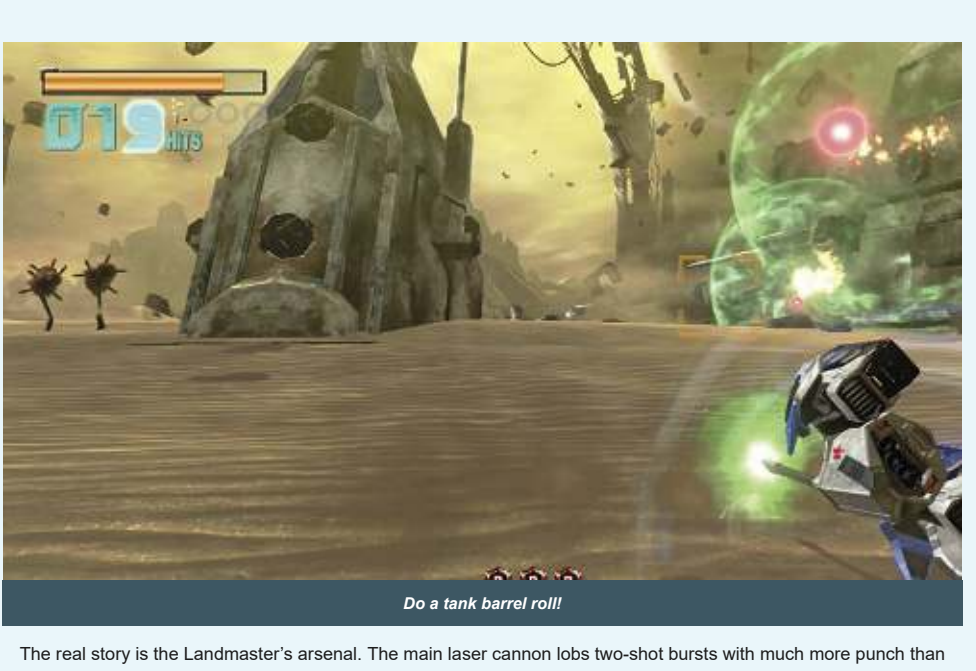


During the first leg of your search, three tank duos approach. Turrets are grouped mostly on the right, but one is on the left, and some are in the center on falling obstacles as well. When you approach a gap with two turrets on an obstacle in the middle and another two on debris on the right, three green tanks will appear over a short crest ahead, all at once. These initial few groups of scouts give you a chance to get a feel for the Landmaster's driving and weapons systems.

TANK COMMANDER MCCLOUD

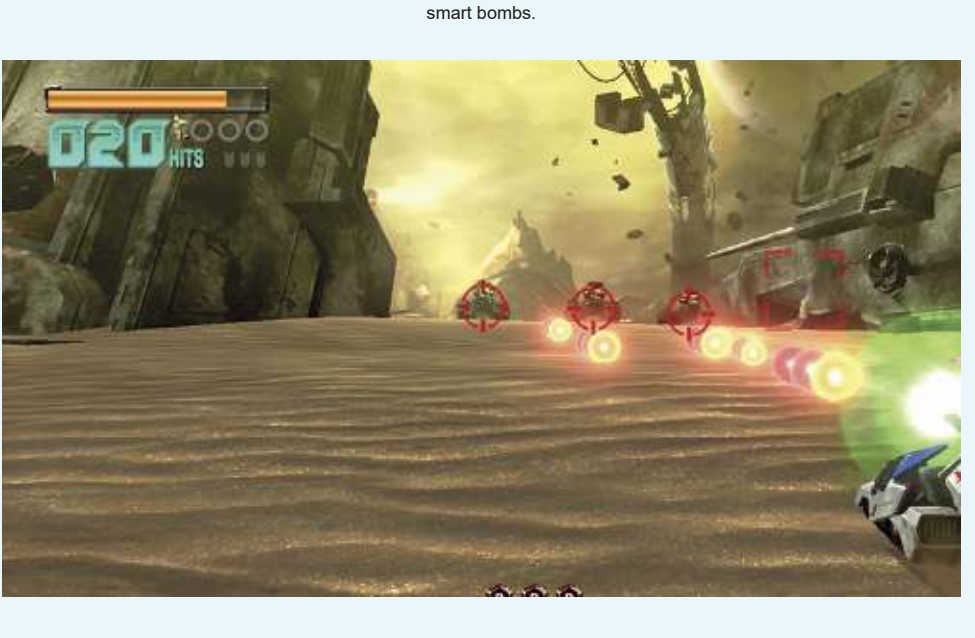
The treaded Landmaster may have little rocket boosters, but its movement is still more methodical than in nimble Arwings. The Left Stick controls the tank's direction, while the Right Stick handles boosting, hovering, and a rocket-assisted, single-treaded strafe. This allows for quick lateral movement. Hovering allows for very limited avoidance of low obstacles and traversal over small gaps, but don't expect too much out of hoverjets on a tank. Double-tap the Right Stick left or right and you can execute a tank-flipping version of the Arwing's barrel roll, which is the best way to avoid damage at the last moment—driving, and even strafing, out of the way is too sluggish to avoid most projectiles or dive-bombing attempts just before impact. Driving the Landmaster requires a little more premeditation, since you'll often be committed on your course for a bit.

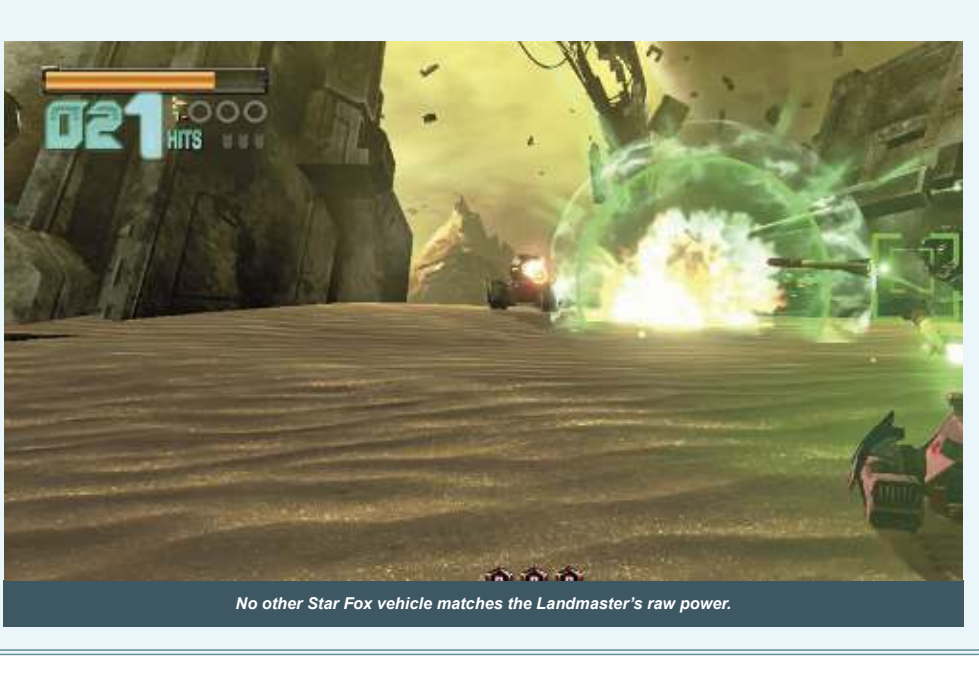




Do a tank barrel roll!

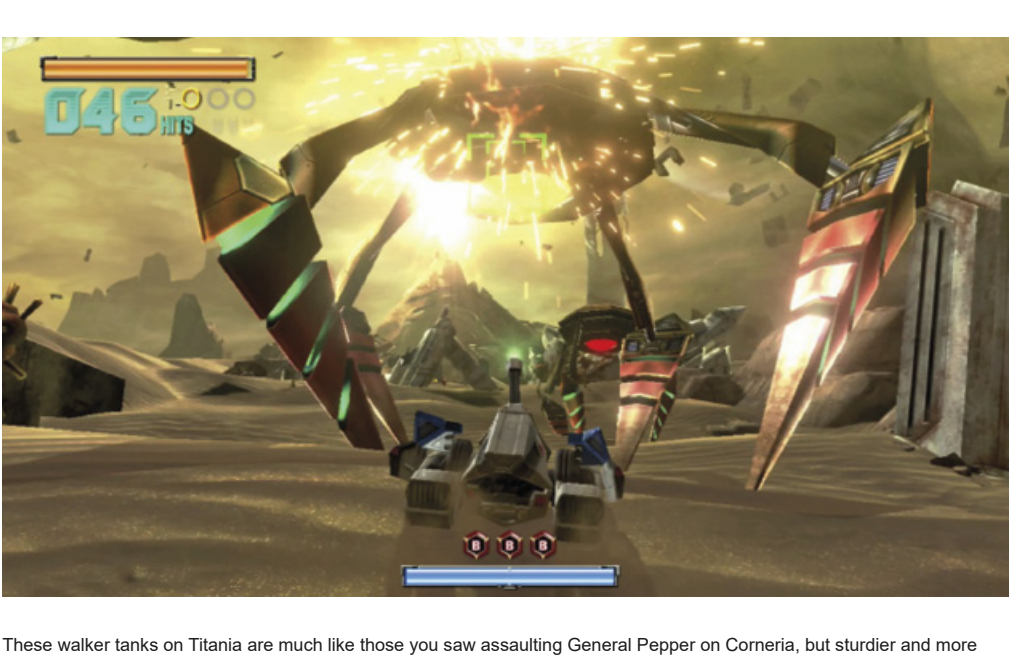
The real story is the Landmaster's arsenal. The main laser cannon lobs two-shot bursts with much more punch than Arwing laser tracers. Charge it up, and the Landmaster's multi-lock-on will follow up to three enemies at once. Release charge to fire three charge bombs at once. These are full-strength tracking explosives, capable of taking out huge swaths of enemies depending on their spacing. For example, with three groups of fighters or hostile wildlife converging onscreen, you can quickly pick up a lock-on with one target in each group, then fire. You may only need to fire one charge bomb salvo to clear the whole screen! The Landmaster doesn't get laser upgrades, but you can store and use smart bombs.



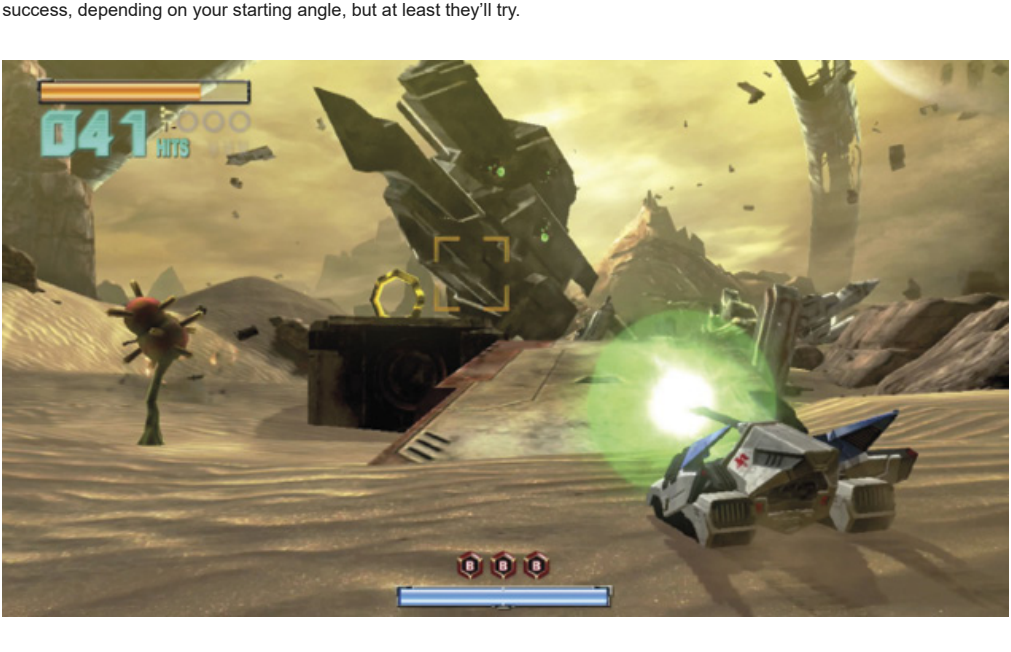


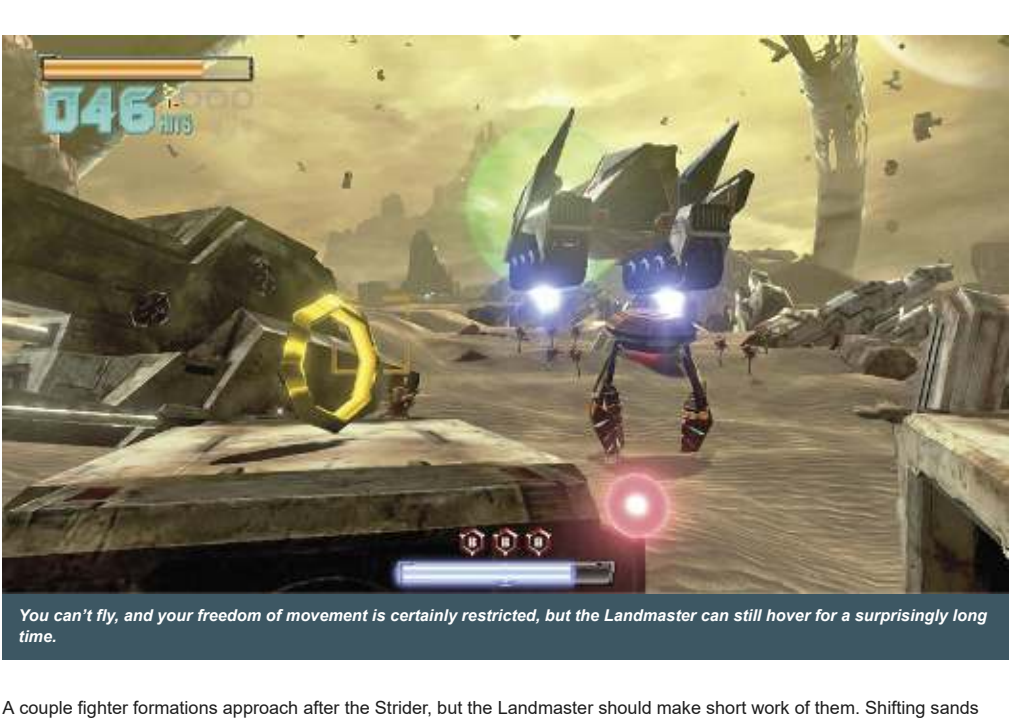
No other Star Fox vehicle matches the Landmaster's raw power.

2 After getting acquainted with the tank scouts and turrets, a Strider pops up out of the sand.



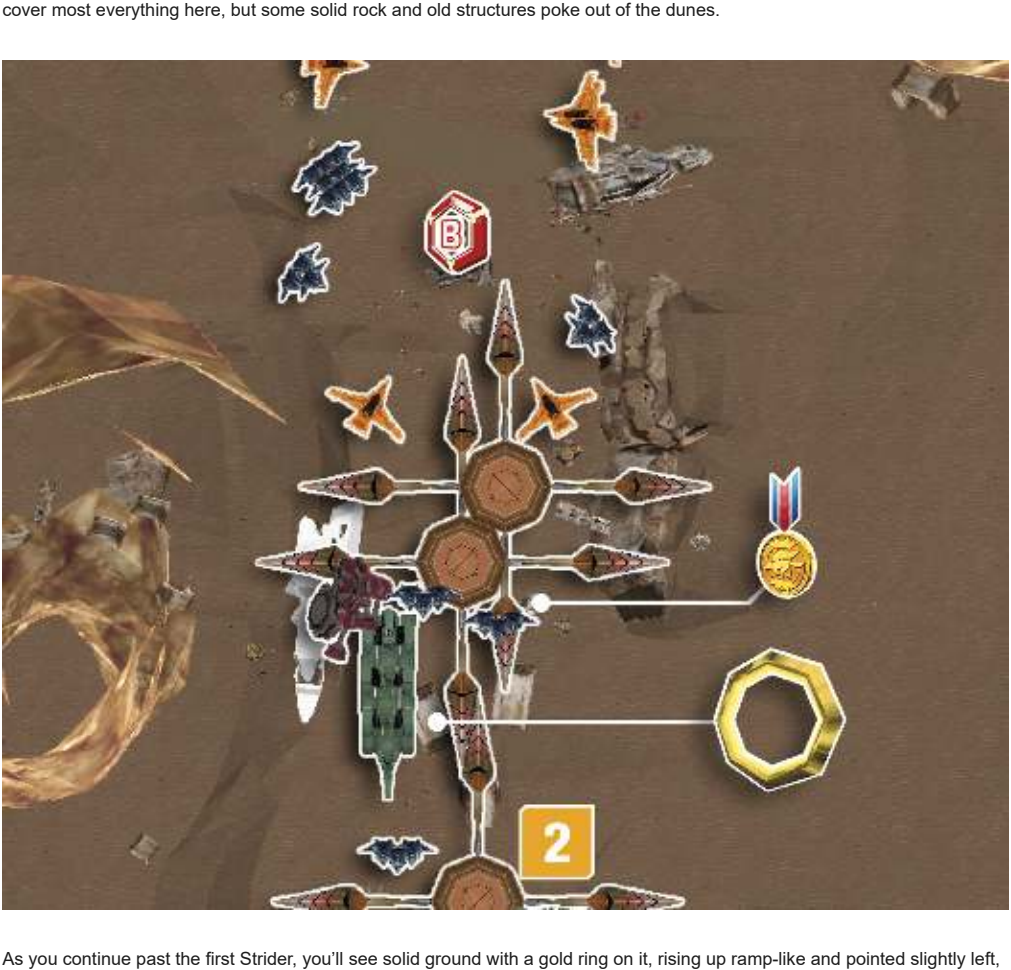
These walker tanks on Titania are much like those you saw assaulting General Pepper on Corneria, but sturdier and more mobile. Happily, the Landmaster's target lock-on system will curve charge bombs up or down before impact attempting to hit the weak point on a Strider, instead of just slamming uselessly into its invincible armor. Your charge bombs may have varying success, depending on your starting angle, but at least they'll try.





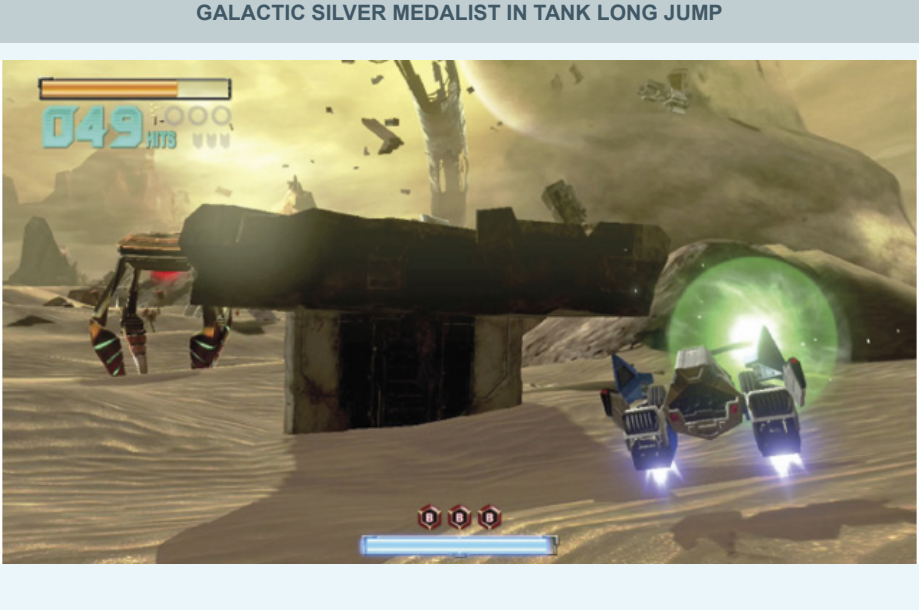
You can't fly, and your freedom of movement is certainly restricted, but the Landmaster can still hover for a surprisingly long time.

A couple fighter formations approach after the Strider, but the Landmaster should make short work of them. Shifting sands cover most everything here, but some solid rock and old structures poke out of the dunes.

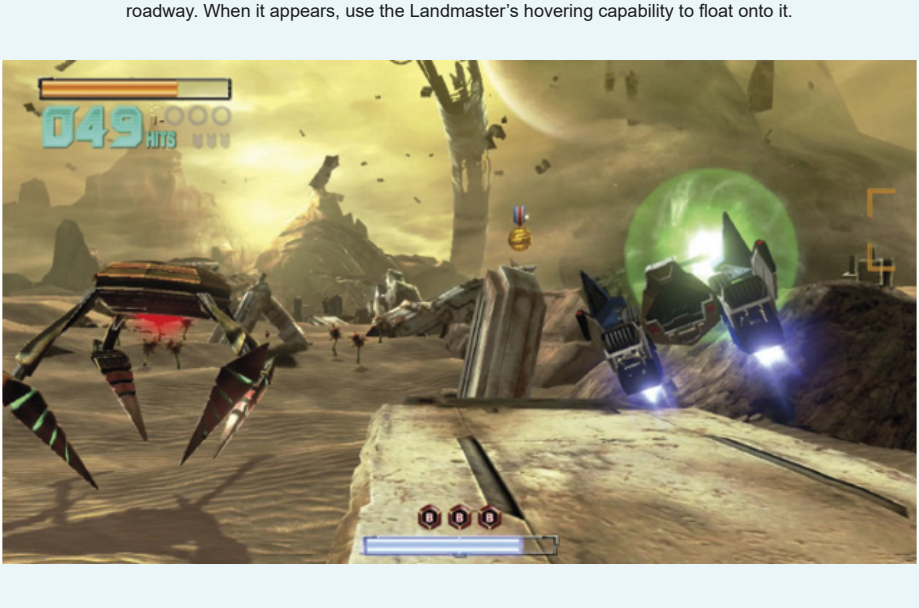


As you continue past the first Strider, you'll see solid ground with a gold ring on it, rising up ramp-like and pointed slightly left, where a sandstorm happens to toss an old piece of building with turrets attached. While these turrets get spun into place on the left, multiple Striders appear on the right, past the ramp, and what looks like an old section of road is coughed up by the storm in the distance.

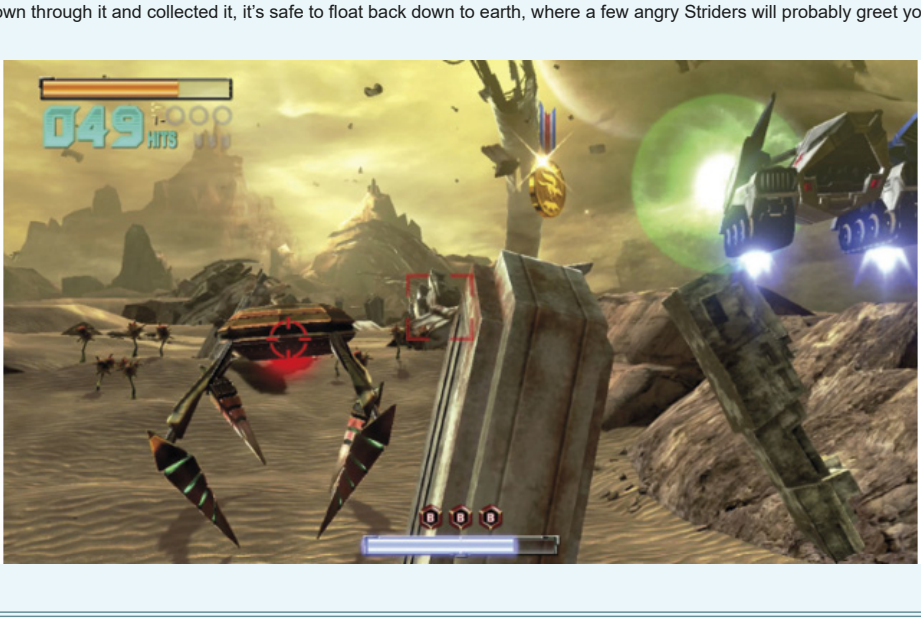
GALACTIC SILVER MEDALIST IN TANK LONG JUMP



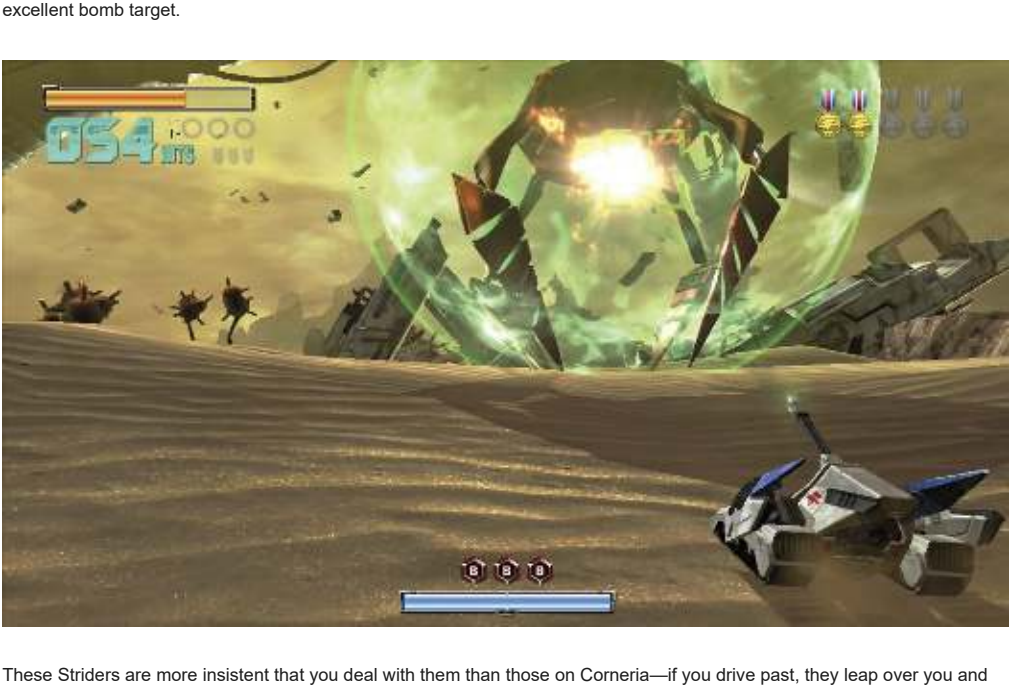
Instead of veering left for the gold ring and turrets where the ramp is located, keep right, awaiting the section of old roadway. When it appears, use the Landmaster's hovering capability to float onto it.



Once you're on this impromptu highway, a medal appears, glistening above an old column just ahead. Trundle to the edge of this roadway piece, then hover forward again, moving toward the medal in mid-air. Once you've sluggishly flown through it and collected it, it's safe to float back down to earth, where a few angry Striders will probably greet you.

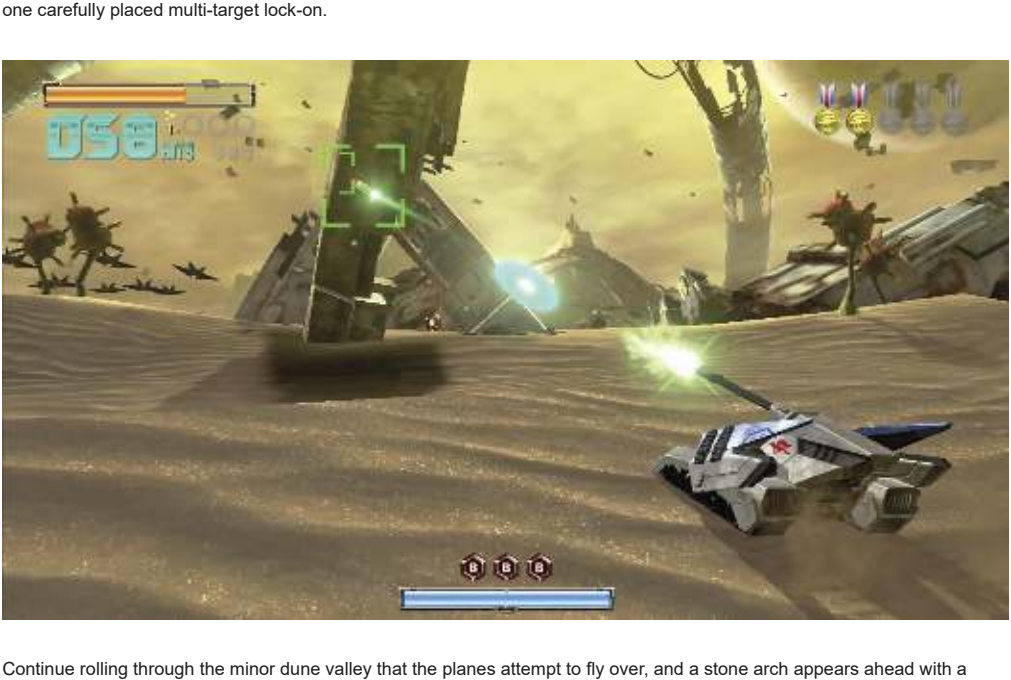


You can drive right through the legs of the Striders here, using motion control aiming to shoot up into their vulnerable glowing underbellies. These Striders keep their weak points pointed down, so you can't take them out from above while hovering. If you'd rather just not deal with aiming carefully at their underbellies, the Striders also tend to cluster up enough to make an excellent bomb target.

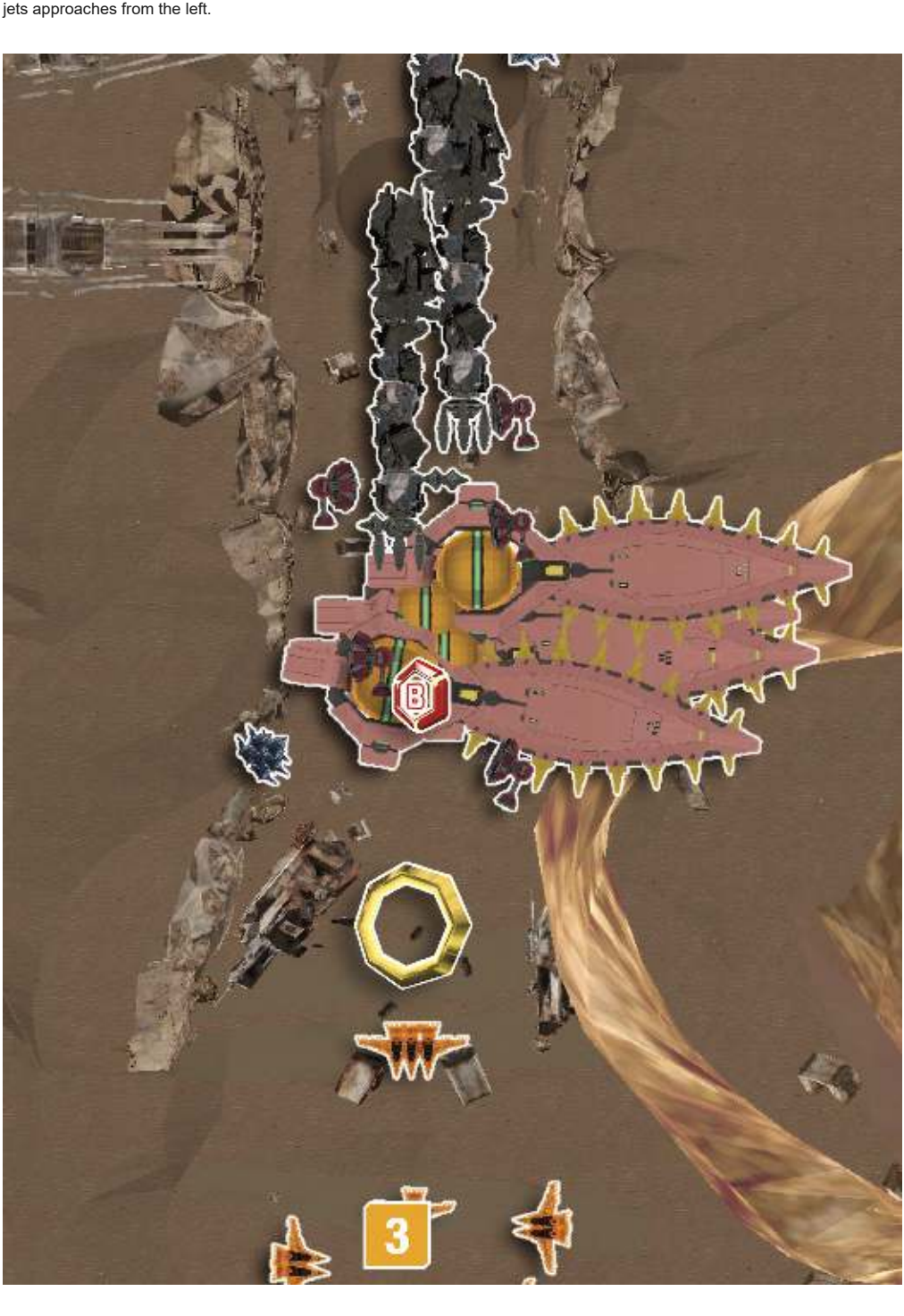


These Striders are more insistent that you deal with them than those on Corneria—if you drive past, they leap over you and ahead again, trying to stall your advance. If you eliminate each Strider here quickly, it's a non-issue, but if not, be advised they'll pester you for a while.

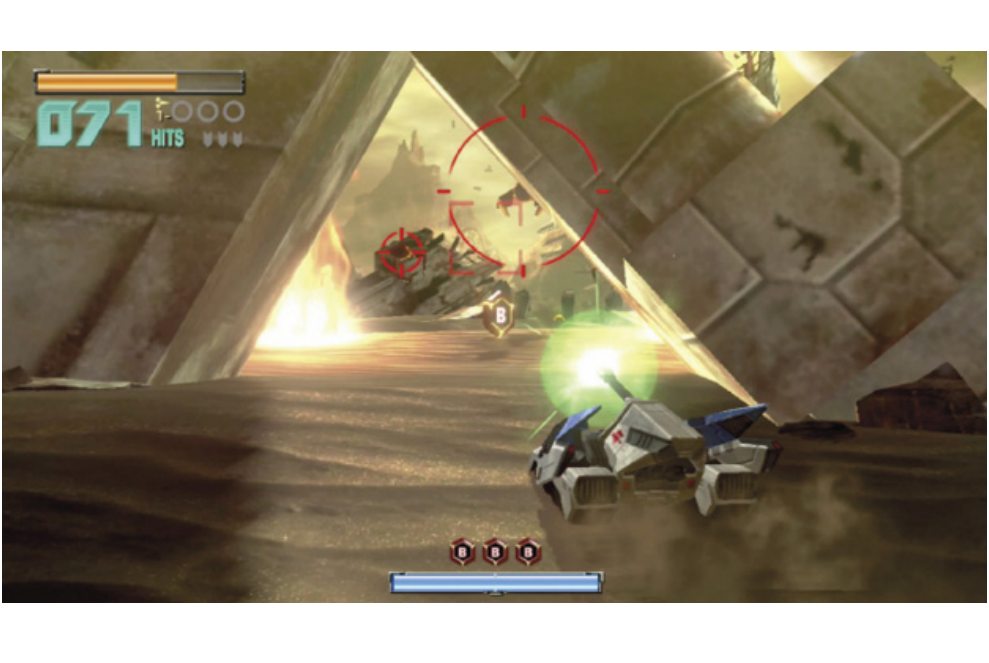
Beyond the ramp and road and potential medal, the dunes smooth out for a bit and more of Andross's scouts reveal themselves. A full formation of Dragon II fighters soars overhead from either direction, trailed by some slower Dragon I units. This is a mouth-watering chance to really exploit the Landmaster's firepower, since you can scrub the whole lot of them with one carefully placed multi-target lock-on.



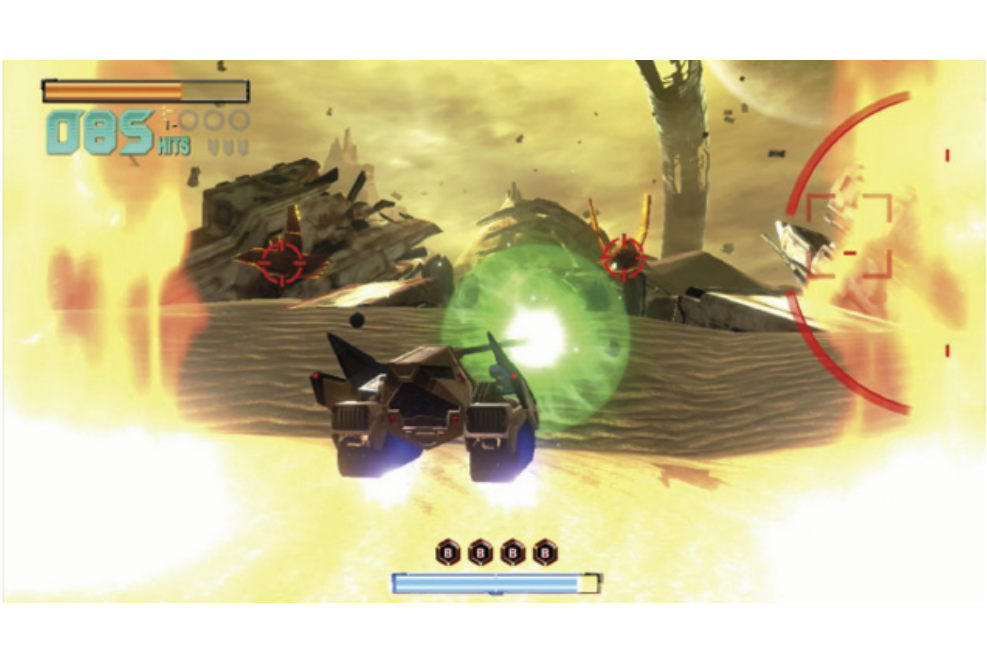
Continue rolling through the minor dune valley that the planes attempt to fly over, and a stone arch appears ahead with a spare bomb pick-up inside. On the way toward it, more debris must be dodged or destroyed, as another flight of Andross's jets approaches from the left.



3 Through the stone arch, as you pick up a spare bomb, you encounter flocks of local Redbirds, hostile avian that can firebomb you from above. The sands here shift left and right in bands like conveyor belts, forcing you to compensate by turning hard into them and boosting through, or by hovering over the sand and slowly moving forward.



Personally, I prefer the air.

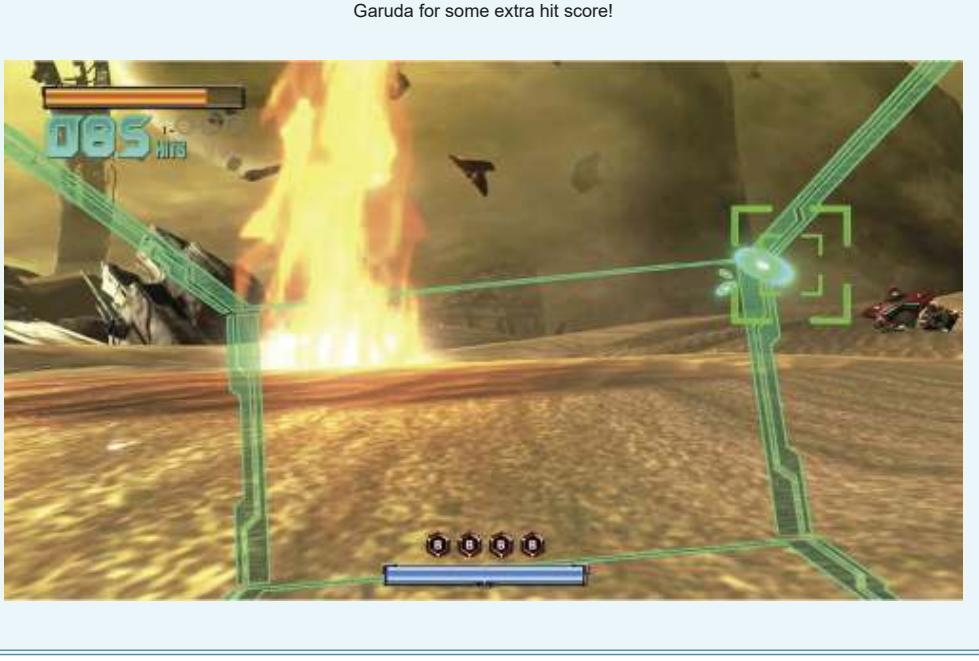


This is complicated by the Redbird's firebombs, which leave pillars of flame spewing upward from the sand. You must move forward between the flame spouts while dealing with the shifting sands and diving Redbirds. Since the birds are swooping in front of you anyway, you can just aim forward while charging and end up with fire-and-forget lock-ons, perhaps even a multi-lock.

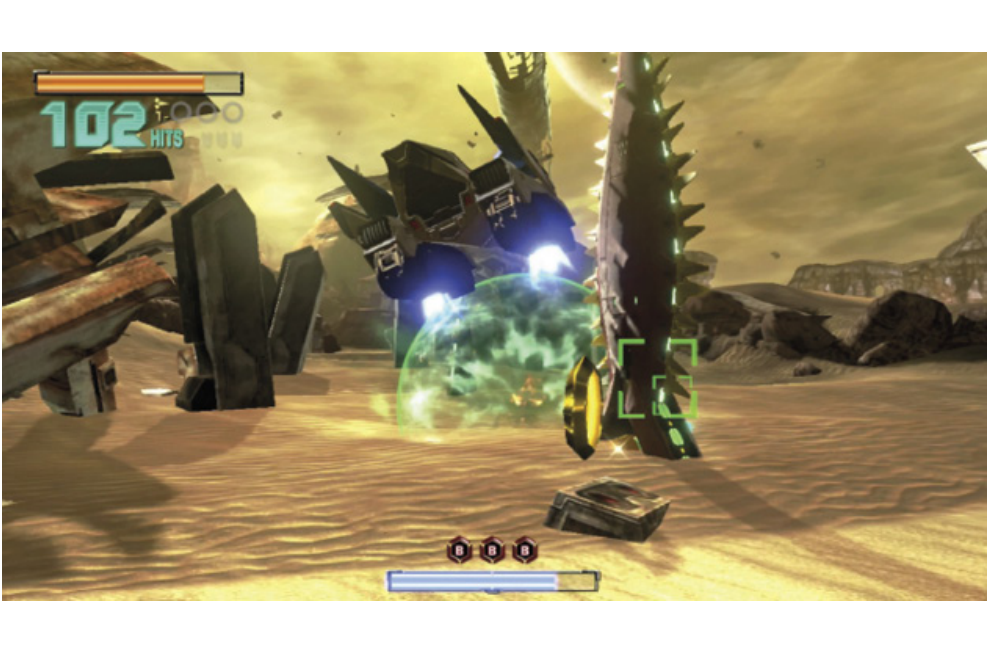
They're also handily dispatched by direct laser shots. Toward the end of this strip of roiling desert, where structures appear again ahead, a final three Redbirds fly toward you, bombing away.

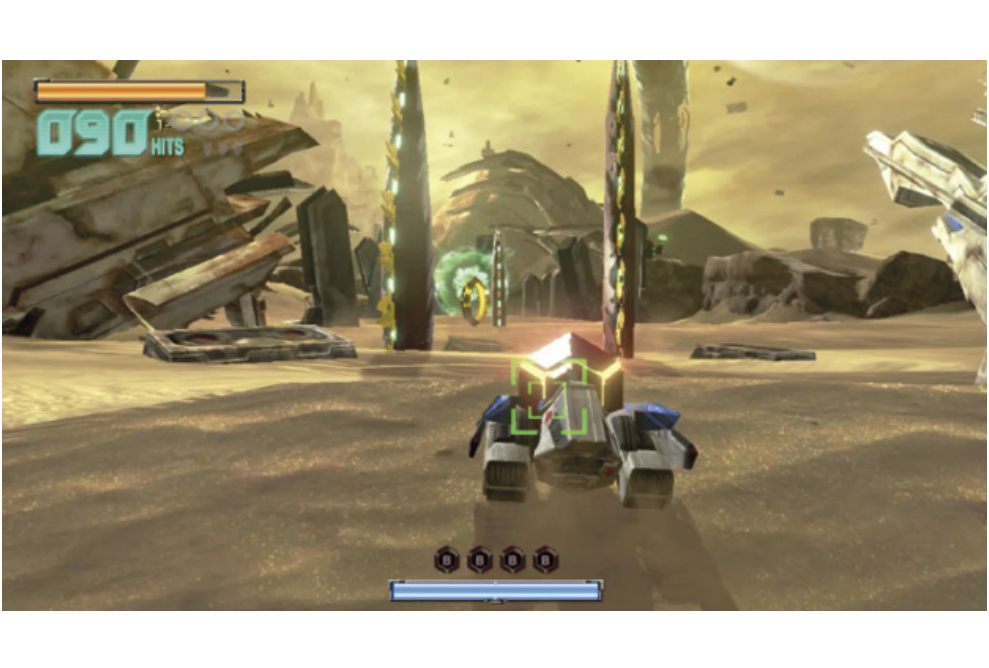
MAROONED

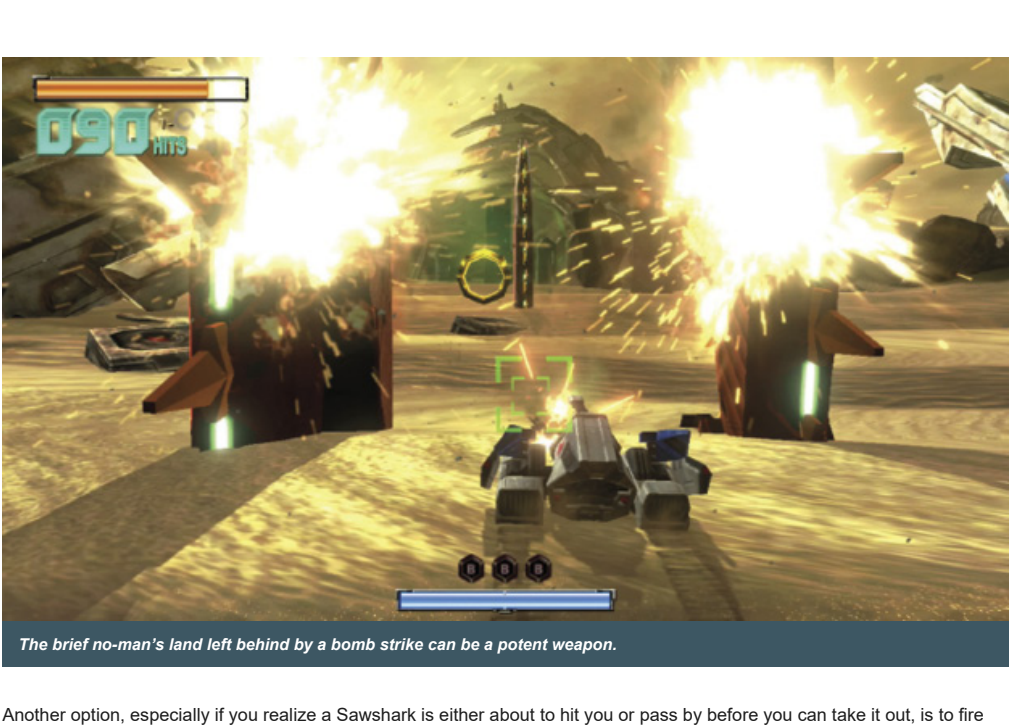
As you arrive in the conveyor sand area, look far to the right with cockpit view to spy a curious sight: a Garuda stranded in the sand. Apparently, Andross's treaded mechs aren't as good in the sand as the Landmaster. Take out the sinking Garuda for some extra hit score!



A gold ring is visible ahead beyond the birds, and a new threat is coming up out of the desert: Sawshark ships rise vertically from the desert sands, headed down the middle of the path, potentially right through you. If you focus your laser fire and blast away, the Landmaster is powerful enough to demolish these Sawsharks before they pass, which avoids damage for you and racks up hit score.

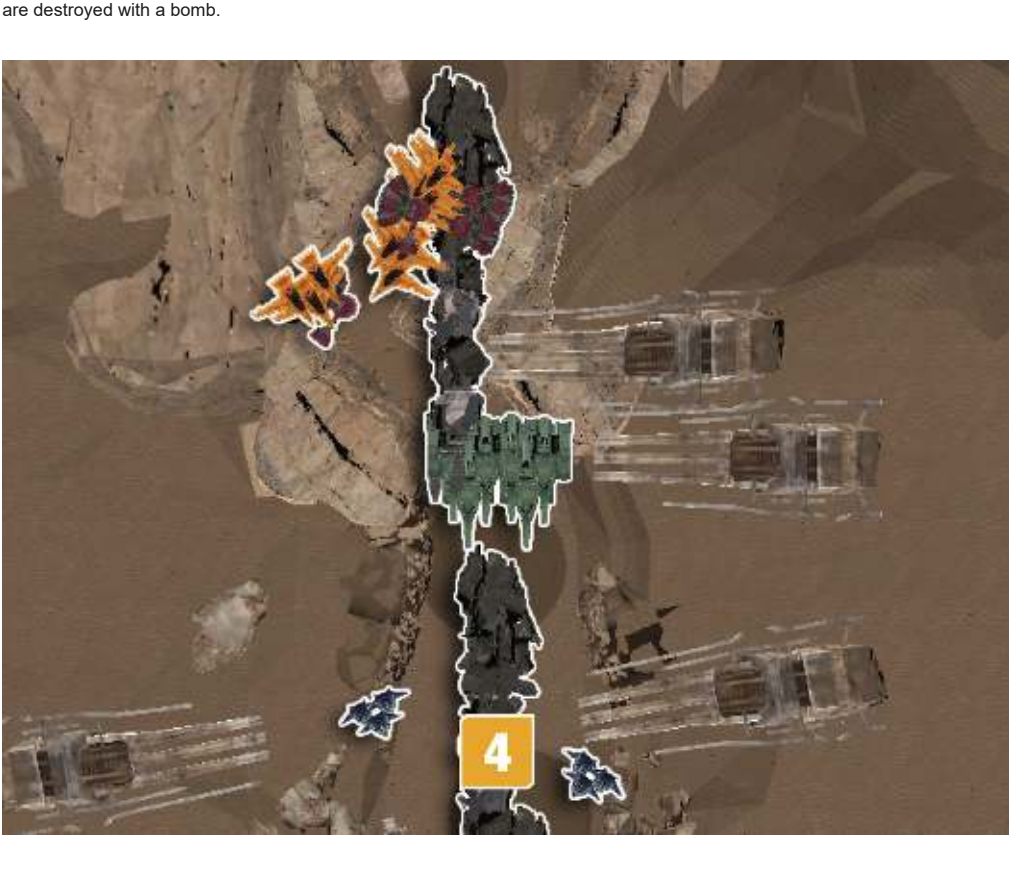




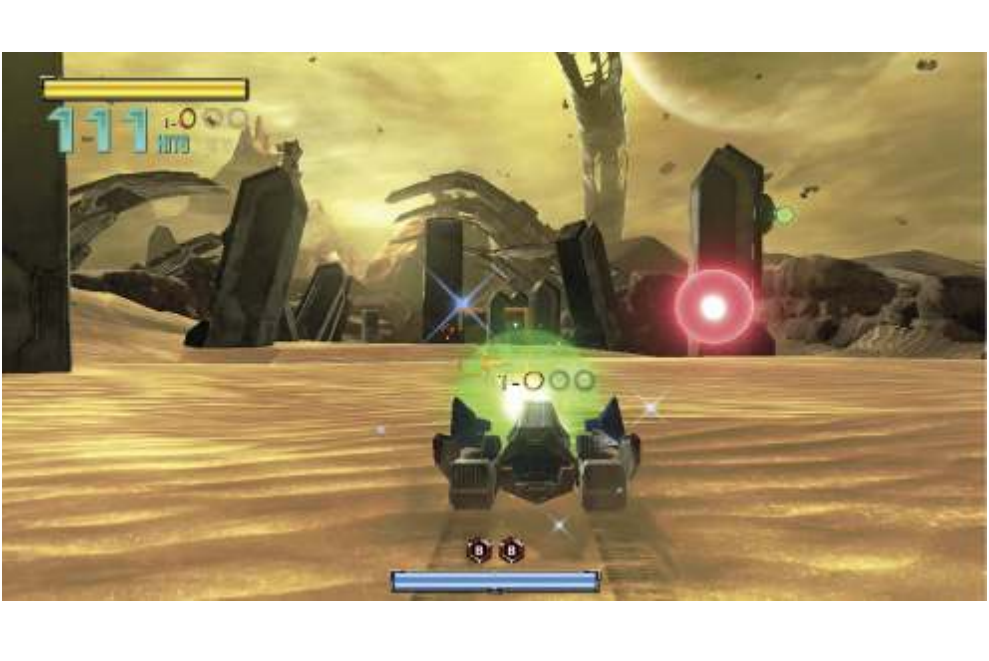


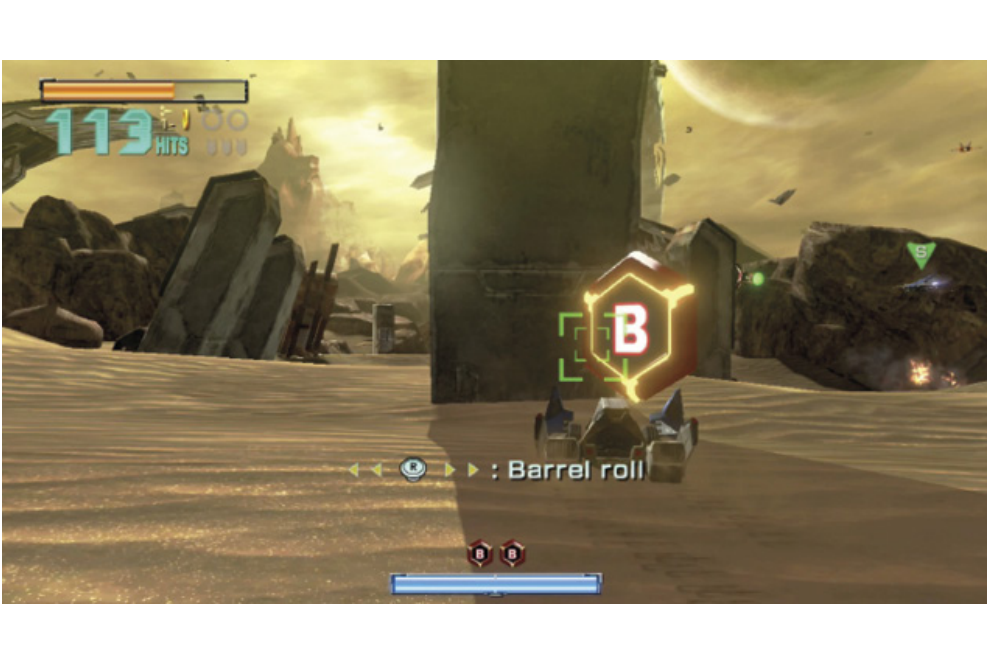
The brief no-man's land left behind by a bomb strike can be a potent weapon.

Another option, especially if you realize a Sawshark is either about to hit you or pass by before you can take it out, is to fire off a bomb. The splash damage will take out any Sawshark near the blast, and the residual flame can take out the next wave of Sawsharks too. You can take out individual Sawsharks with the laser cannon, and assure that dual oncoming Sawsharks are destroyed with a bomb.

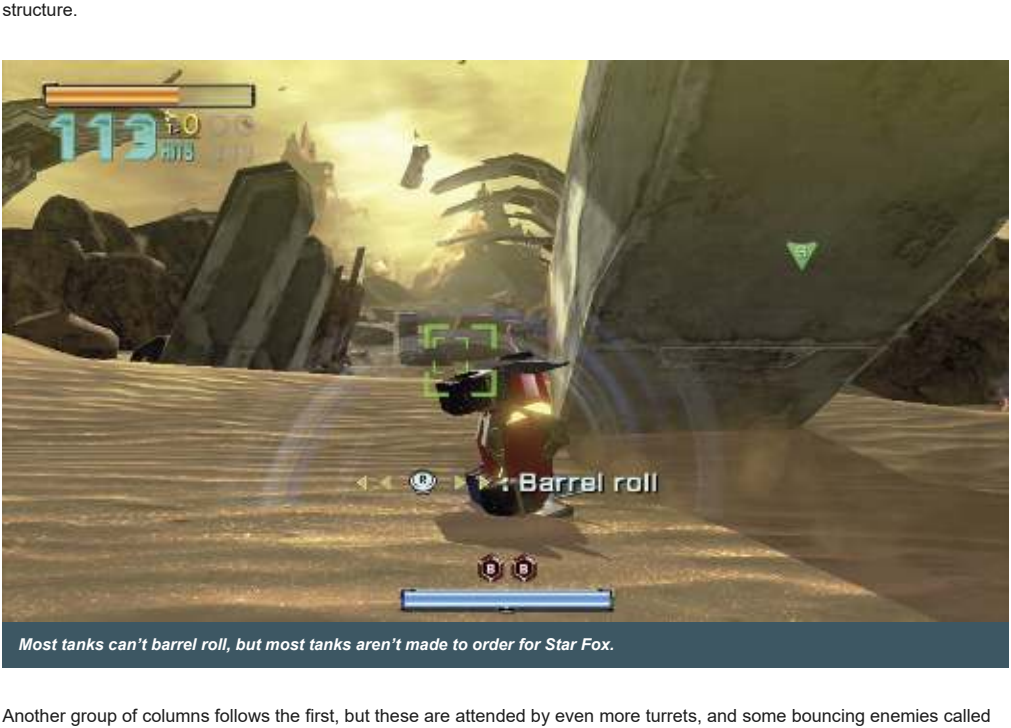


4 Ahead, after wading through the Sawsharks, you come upon a formation of old pillars, missing whatever superstructure they used to support. Small turrets are placed on the pillars, and they begin to collapse as you near them.



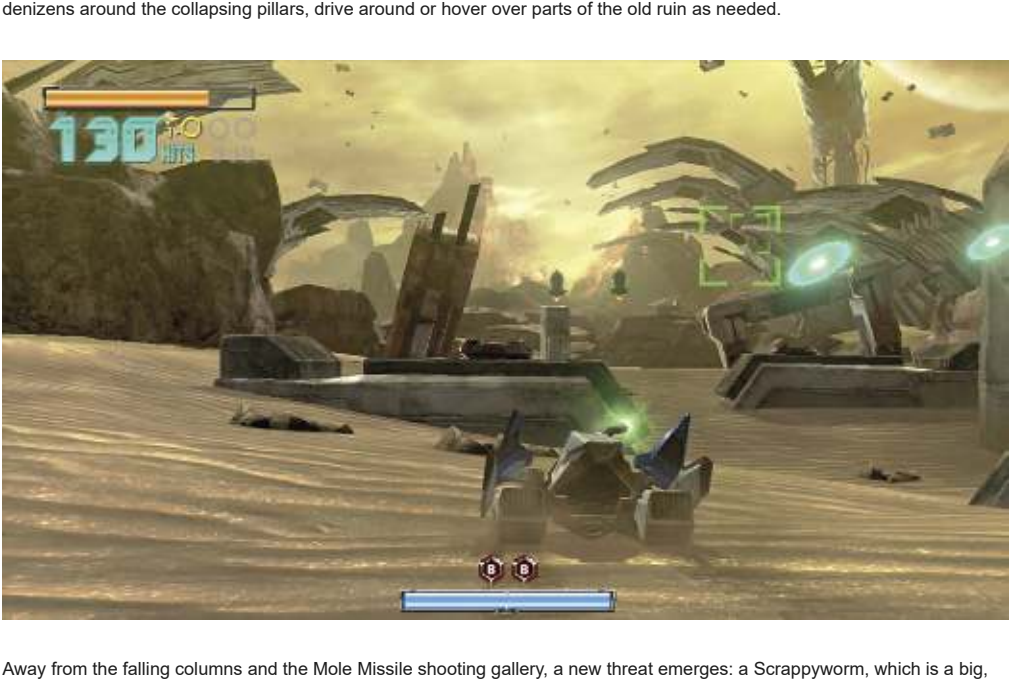


Give a wide berth as you move through, and be ready to barrel roll away if one suddenly falls toward you. Small groups of fighters pass overhead as you pass through the ruins, providing something for you to shoot at beside the turrets. A bomb pick-up is temptingly placed directly under the shadow of a pillar in the middle of the first group. You can collect it safely if you confidently boost forward right at it, snag it, then immediately barrel roll to one side or the other, dodging the collapsing structure.

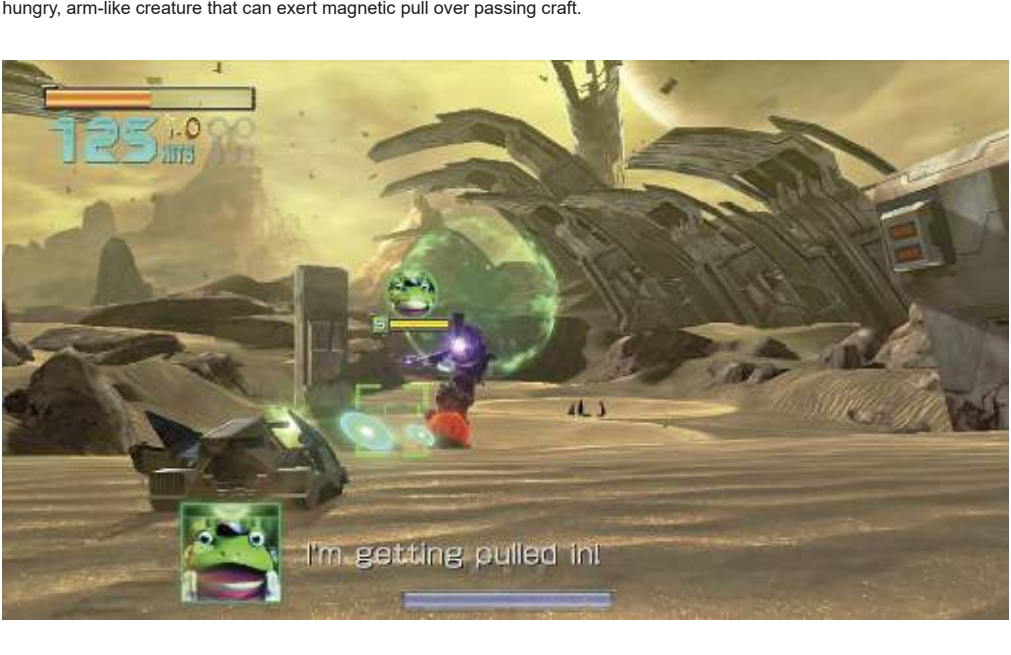


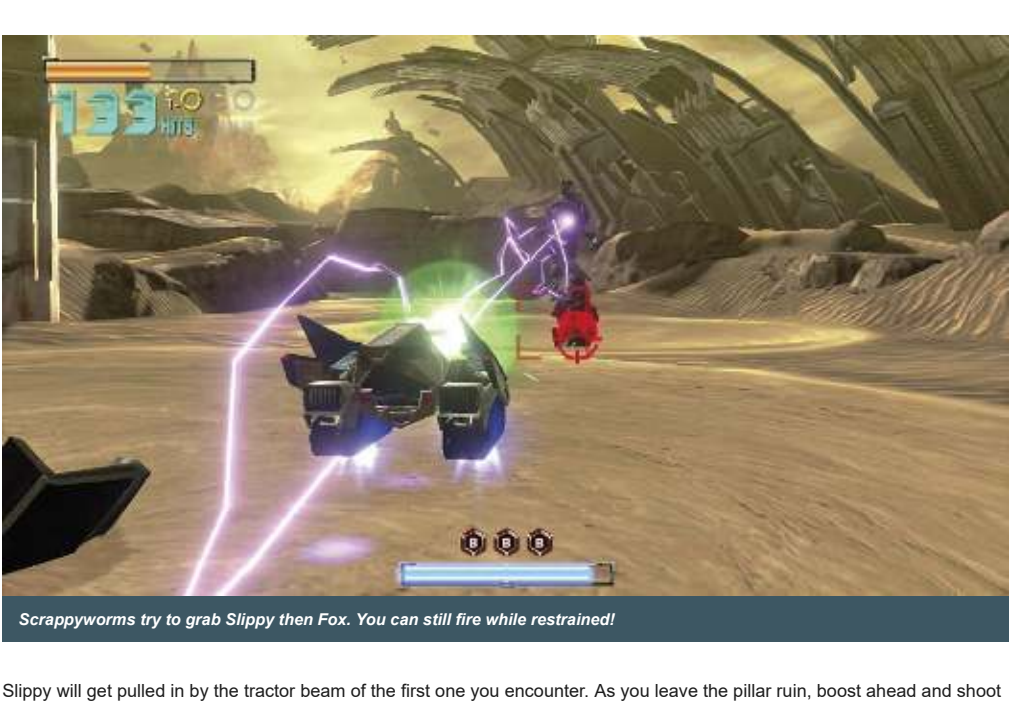
Most tanks can't barrel roll, but most tanks aren't made to order for Star Fox.

Another group of columns follows the first, but these are attended by even more turrets, and some bouncing enemies called Mole Missiles. Emerging from burrows in groups of two, these attackers leap from underground shelter, fire a shot at you from their apex, then descend back to safety, so they're a bit like Zoness sharks. Take them out with aimed laser shots instead of charge bombs, since they'll likely fall back into their burrows if you wait to achieve a lock-on to fire back. While fighting off the denizens around the collapsing pillars, drive around or hover over parts of the old ruin as needed.



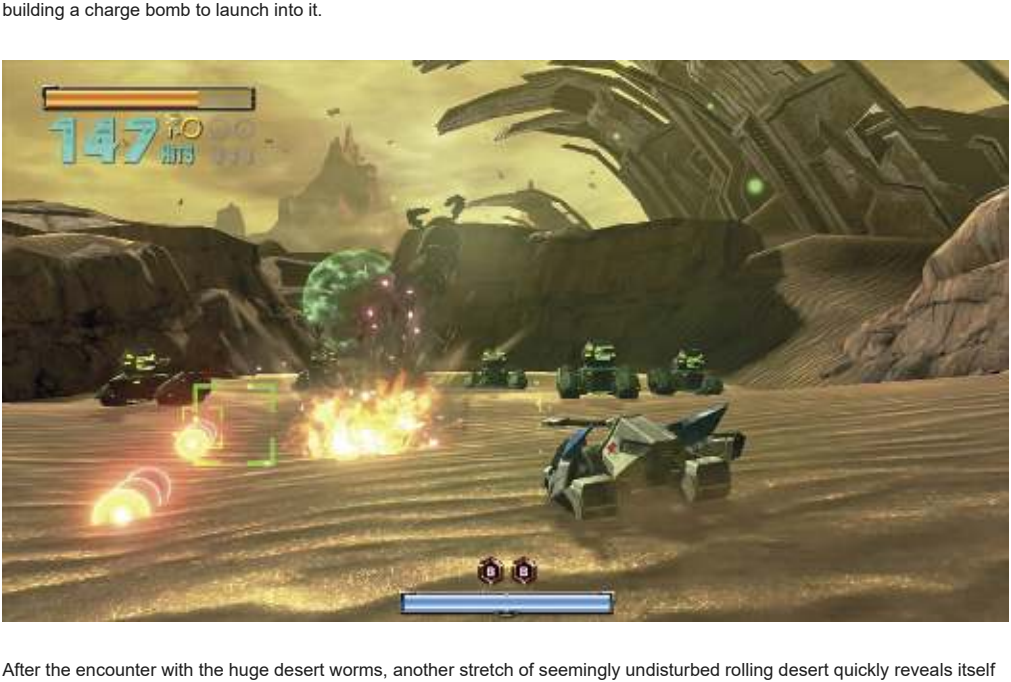
Away from the falling columns and the Mole Missile shooting gallery, a new threat emerges: a Scrappyworm, which is a big, hungry, arm-like creature that can exert magnetic pull over passing craft.



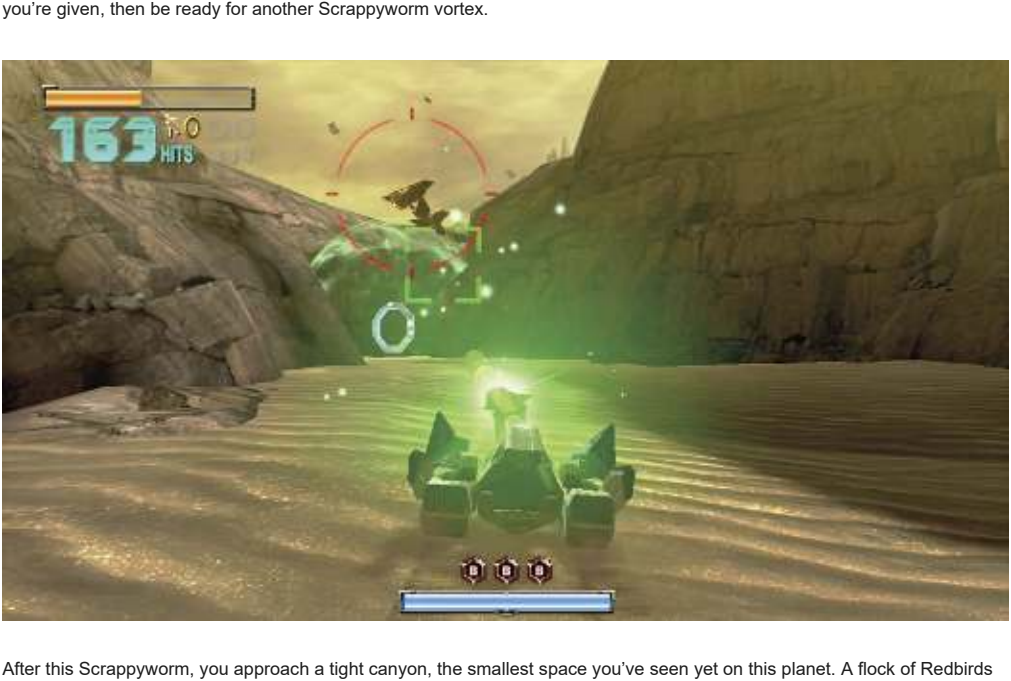


Scrappyworms try to grab Slippy then Fox. You can still fire while restrained!

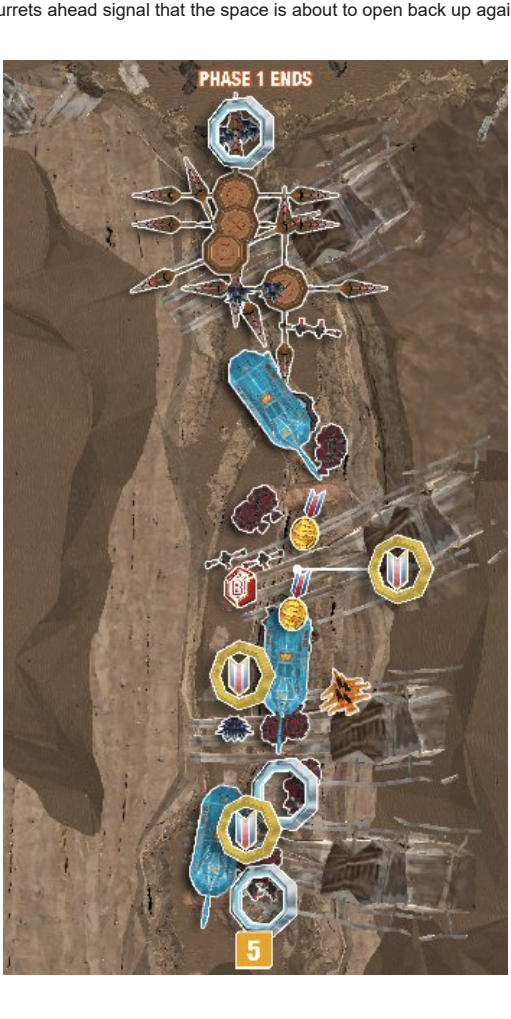
Slippy will get pulled in by the tractor beam of the first one you encounter. As you leave the pillar ruin, boost ahead and shoot the bulging red segment halfway up the Scrappyworm's length to release Slippy before his craft is damaged too much to continue. This is excellent practice, because a second Scrappyworm immediately begins sucking in your Landmaster, lifting it clear off the ground! Aim quickly but carefully with motion controls to blast the red body segment of this one, too. As it sucks your vehicle in bit by bit, it forces your aim to shift back and forth sometimes, so be aware of that while blasting yourself free. When in doubt, remember bombs, if you have some to spare. You can also lock onto the weak point by holding Fire and building a charge bomb to launch into it.



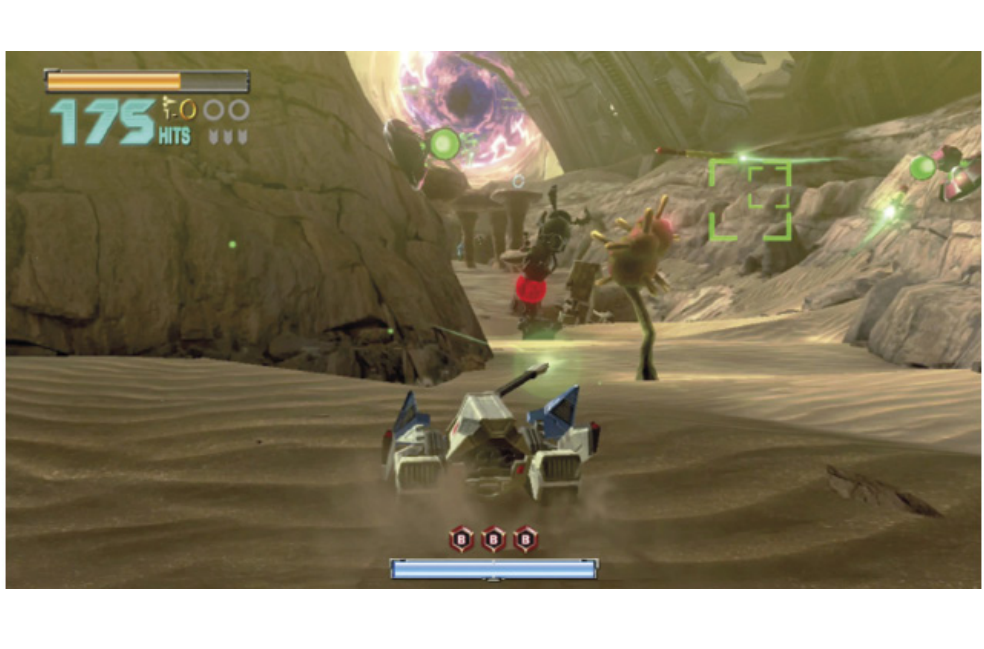
After the encounter with the huge desert worms, another stretch of seemingly undisturbed rolling desert quickly reveals itself to be crawling with green tanks coming up over a nearby crest. Destroy as many of them as possible with the short notice you're given, then be ready for another Scrappyworm vortex.

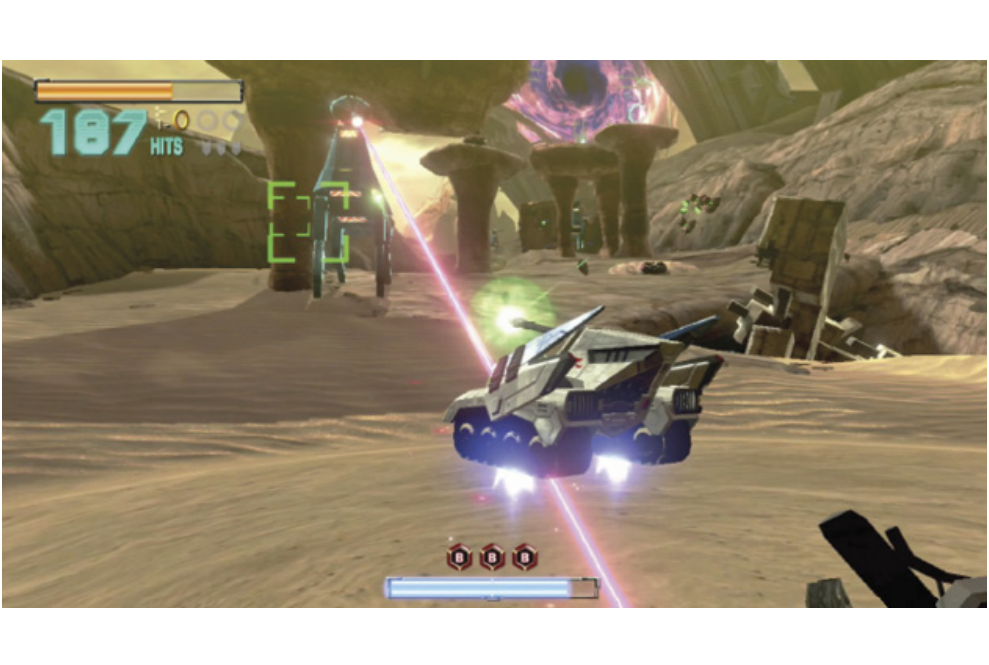


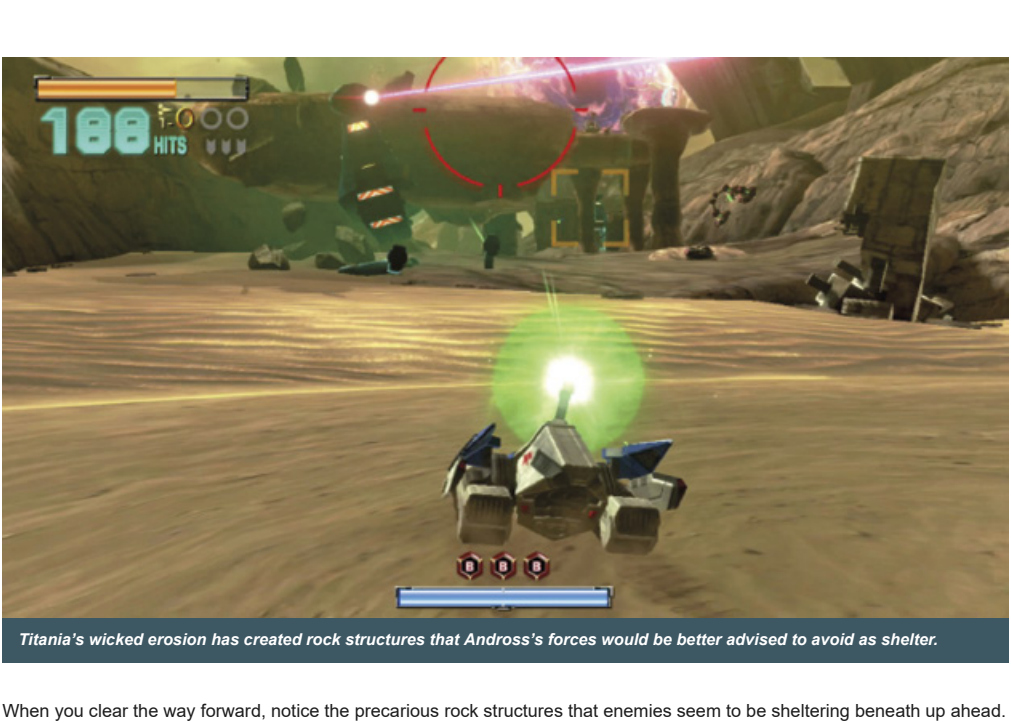
After this Scrappyworm, you approach a tight canyon, the smallest space you've seen yet on this planet. A flock of Redbirds will soon pour through toward you, so be ready to open fire. Knowing they're coming, you can actually release charge bomb after charge bomb at the canyon opening, and the splash damage from each blast will ground anything flying through. Focusing your laser turret on the birds as they pour out will also make short work of them. When you come around the bend in this canyon, green glowing turrets ahead signal that the space is about to open back up again.



5 The canyon opens into a wider valley ahead where you have a choice of taking the high or low road. Before that, though, the exit from the canyon is covered by turrets on both sides and another Scrappyworm.







Titania's wicked erosion has created rock structures that Andross's forces would be better advised to avoid as shelter.

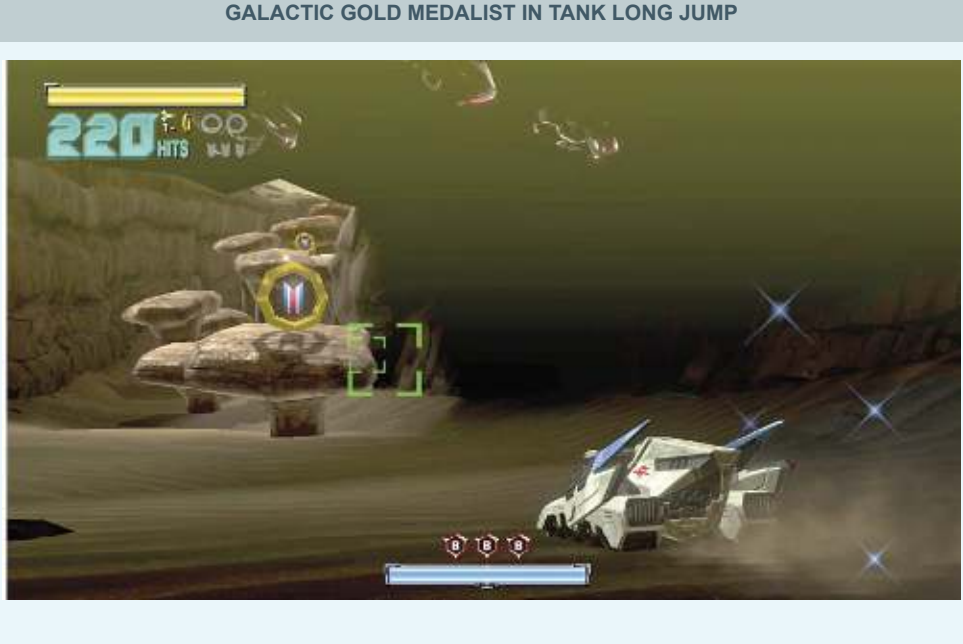
When you clear the way forward, notice the precarious rock structures that enemies seem to be sheltering beneath up ahead. The Alpaca Tank nearby to the left under a kind of rock gazebo is exhibit A. Damage the spindly rock columns suspending the heavy rock ledge above and it'll come crashing down, destroying the tank underneath. You can do this by aiming and shooting the rock legs directly or by hitting them peripherally with charge bomb splash damage. (Sending one charge bomb at the Alpaca Tank will likely destroy it simply because the splash damage will hit the heavy rock's support legs.)

However, there are places in this valley where a precarious, poorly-supported ledge is a helpful foothold for you. If you follow the path up and left past the first Alpaca Tank, you'll find a series of breakable platforms you can only navigate with hovering hops if you don't destroy them beforehand. Avoid charge bombs, smart bombs, and errant laser fire during this section.

This valley has a lower and upper section. The initial path to the right shows a cave path that twists underneath, while heading forward stays mostly up top, unless you fall down on purpose. Regardless of your initial decision, you can blast as many enemies as possible to accumulate hits before you commit to strafing right into the cave, or heading up the hill.

Heading right into the cave after exiting the canyon will instantly run you afoul of some ceiling-mounted turrets and some Roly Polys, along with one of this mission's secrets. Heading up the hill will get you acquainted with more enemy turrets and Dragon II fighters, and another Alpaca Tank.

GALACTIC GOLD MEDALIST IN TANK LONG JUMP

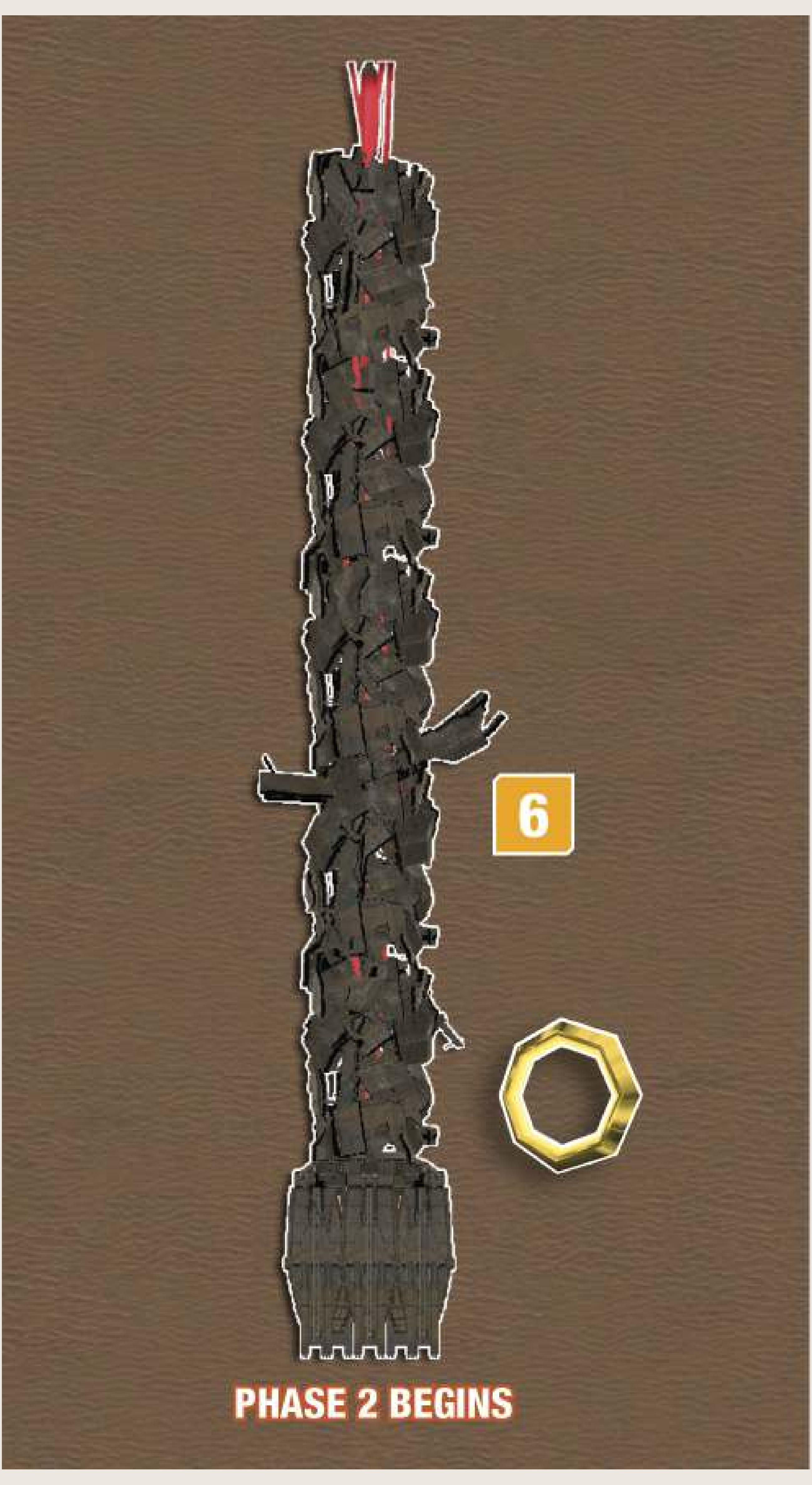


Down into the cave, two super gold rings are on the fragile rock steps leading upward. You can gingerly hop forward

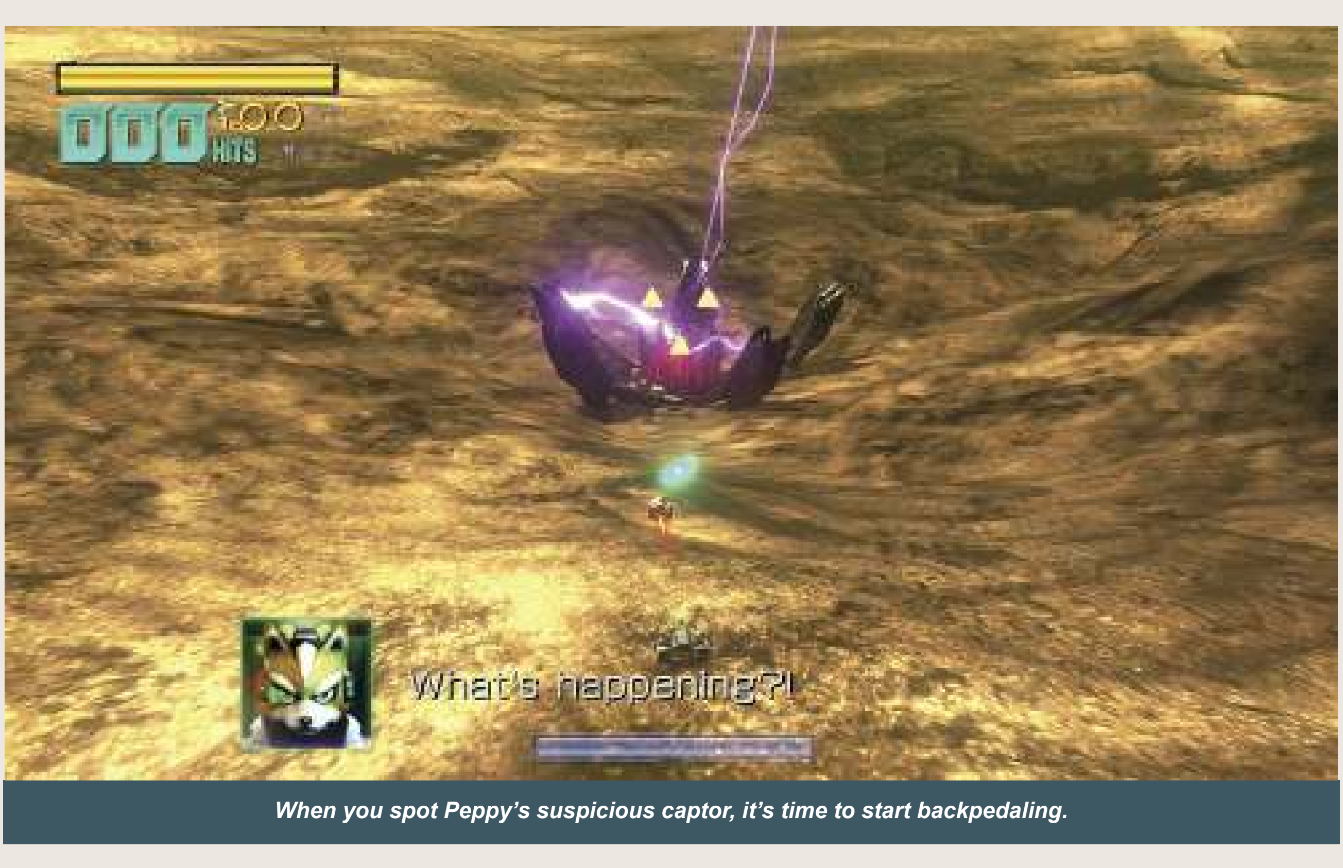
Titania - A Fox in the Desert

Phase 2: King of the Desert

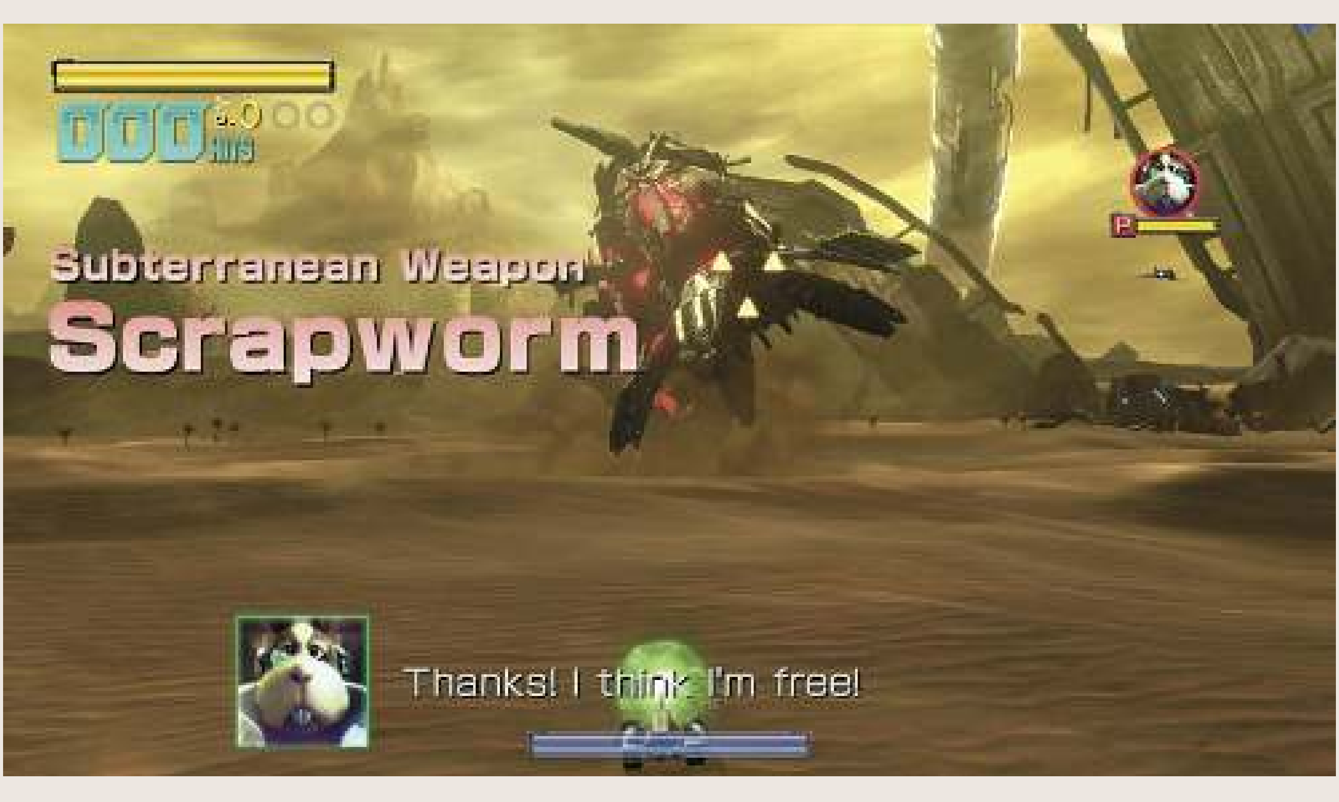
CAUTION



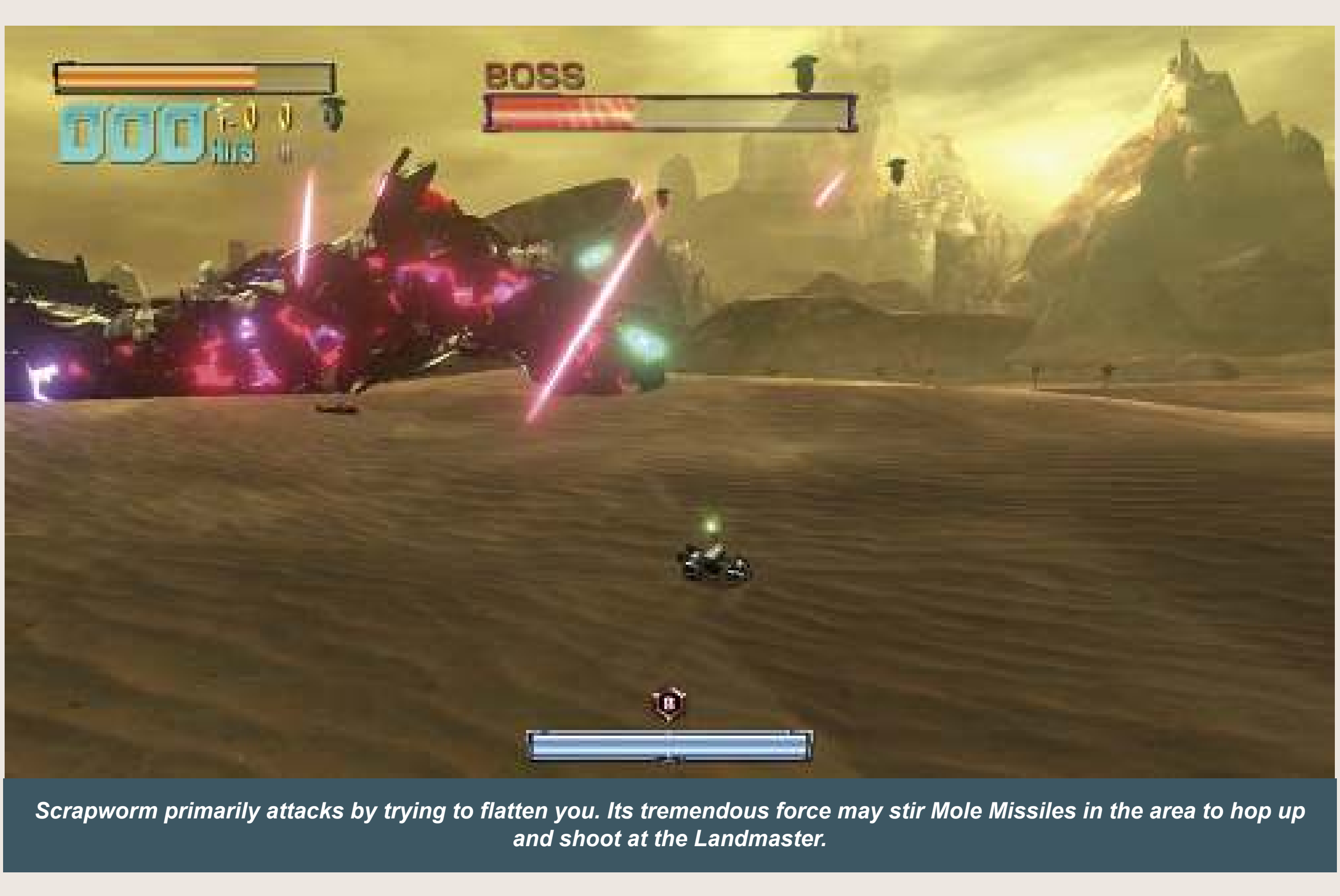
6 You finally find Peppy, but he tries to warn you off. Too late—Peppy's captor, the Scrapworm, awakens. When it first emerges, roiling the surface like a blender, back away from it and shoot it to make it release Peppy as soon as possible.



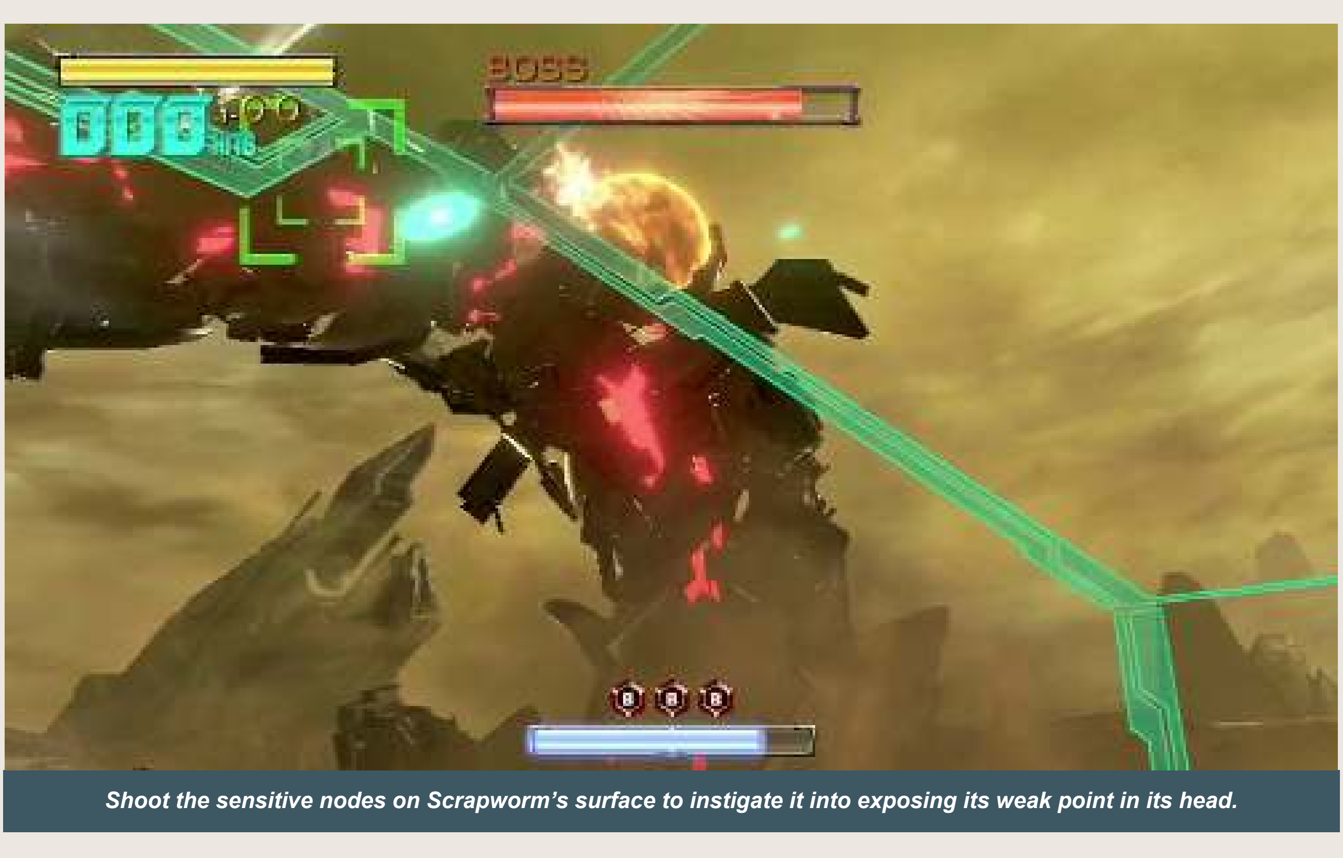
When you spot Peppy's suspicious captor, it's time to start backpedaling.



With Peppy freed, the Scrapworm extends itself to its full length and attacks. At first, you may find no way to penetrate the Scrapworm's tough armor. But notice the glowing orange nodes on its surface, like the bulging segment on the smaller Scrappyworms. You may have to get evasive to get an angle of attack on these nodes, like driving wide around Scrapworm while aiming sideways at it.

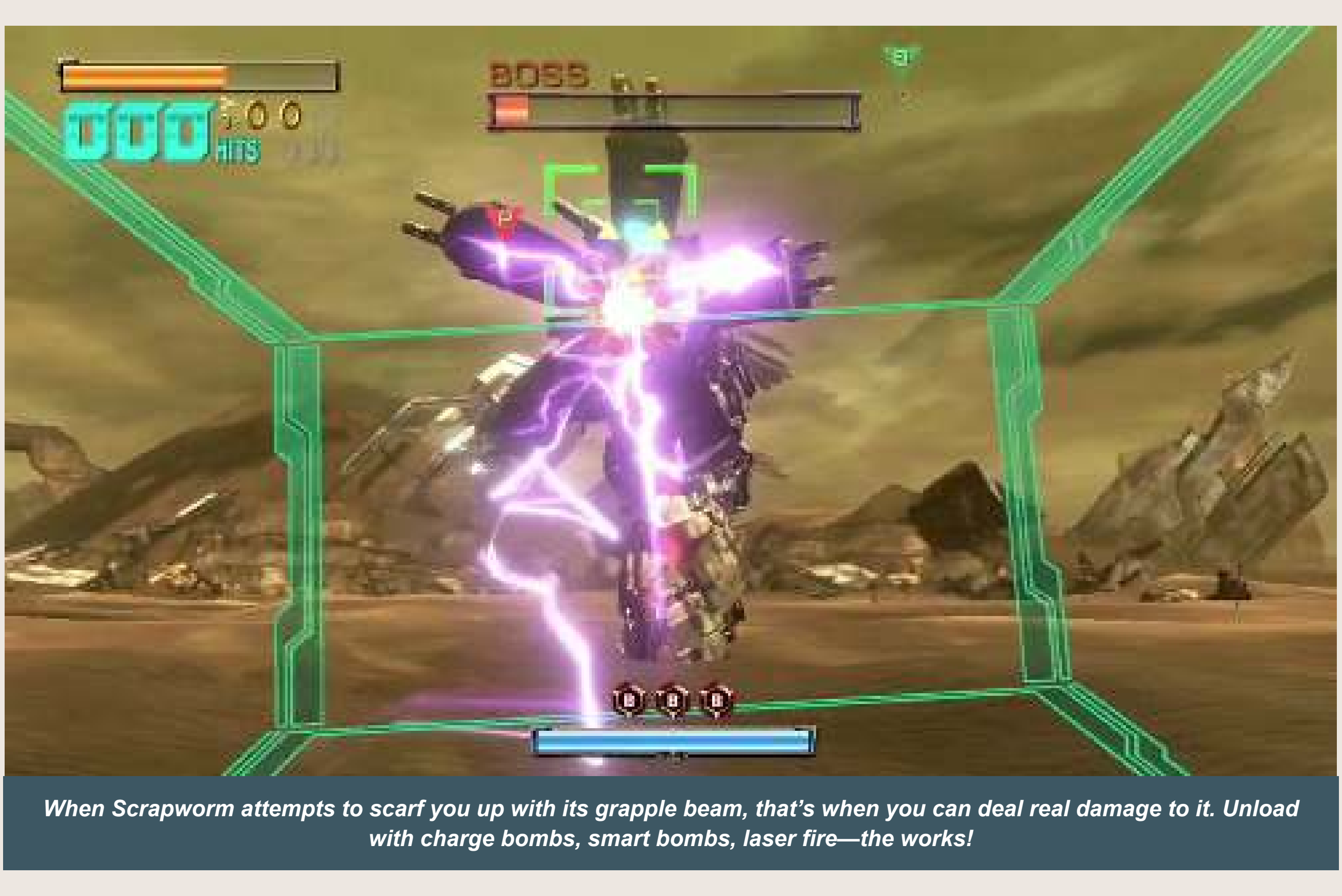


Scrapworm primarily attacks by trying to flatten you. Its tremendous force may stir Mole Missiles in the area to hop up and shoot at the Landmaster.



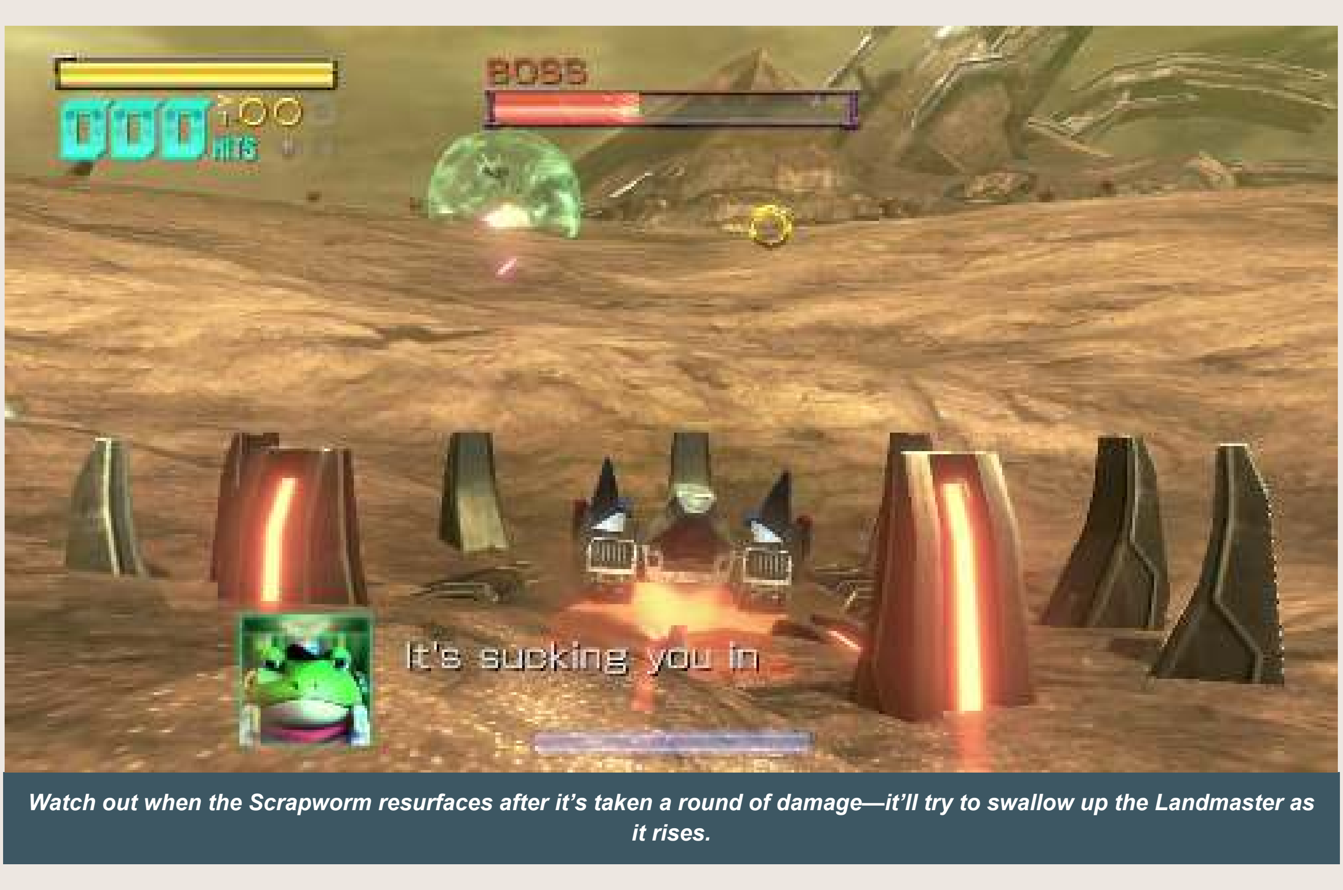
Shoot the sensitive nodes on Scrapworm's surface to instigate it into exposing its weak point in its head.

While you peck at the Scrapworm, it won't just sit there. It follows you around, and if it gets close enough, it attempts to physically crush the Landmaster with its bulk. It can flop forward for a linear smash, which you can avoid just by not being in the way when it crashes down. Or it can flop forward and then spin for a 360-degree attack, which you can avoid by being completely clear of the monster by hovering over it.



When Scrapworm attempts to scarf you up with its grapple beam, that's when you can deal real damage to it. Unload with charge bombs, smart bombs, laser fire—the works!

Once you've busted all the protective nodes, Scrapworm opens its combination head/hand appendage to reveal a sensitive, grapple-beam-producing core. While it pulls you in, you can unload on this spot with everything you have. Deal enough damage to it, and Scrapworm recoils, retreating underground briefly to regroup, and leaving behind a group of Roly Polys on the surface for you to deal with. Destroy the Roly Polys if they're in your way, but your primary concern should remain Scrapworm, which will resurface while trying to scoop you up on the way. Boost away from the churning center of the area when Scrapworm returns, and then set about busting its weak nodes and exposing its head once more. After two or three solid rounds of damage on its core, Scrapworm will just become scrap. Peppy is alive and well, and Star Fox is free to return to the war at hand as a full contingent.



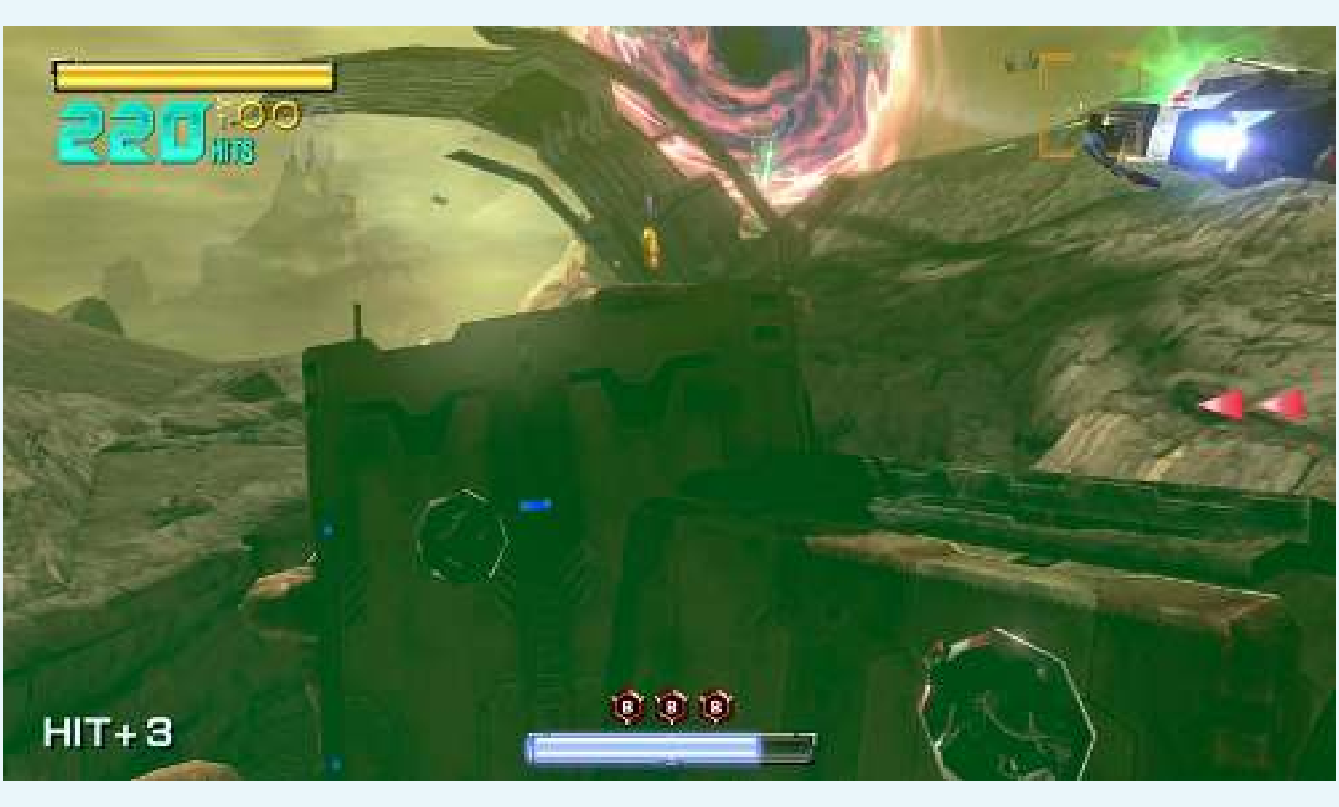
Watch out when the Scrapworm resurfaces after it's taken a round of damage—it'll try to swallow up the Landmaster as it rises.

MISSION ACCOMPLISHED

In order to snag the special mission completion medal here, you must destroy all of the Worms, Alpacas, and Strider enemies throughout the entire stage.

IF TANKS COULD FLY…

Later on, the Landmaster will be upgraded with limited flight capability. This allows you to uncover two more secrets hidden here, along with making the collection of all three super gold rings far easier. Toward the end, where the path branches into a brief cave detour or an uphill climb, fly upward to the right, toward the barricade at the top of the hill that's defended by turrets. The final medal for Titania is perched atop this barricade; the third super gold ring is on the ground on the other side of the blockage. After flying over the barricade to collect the medal, continue flying up and to the right to discover a new challenge entirely…



Sector γ - Copperhead Chaos

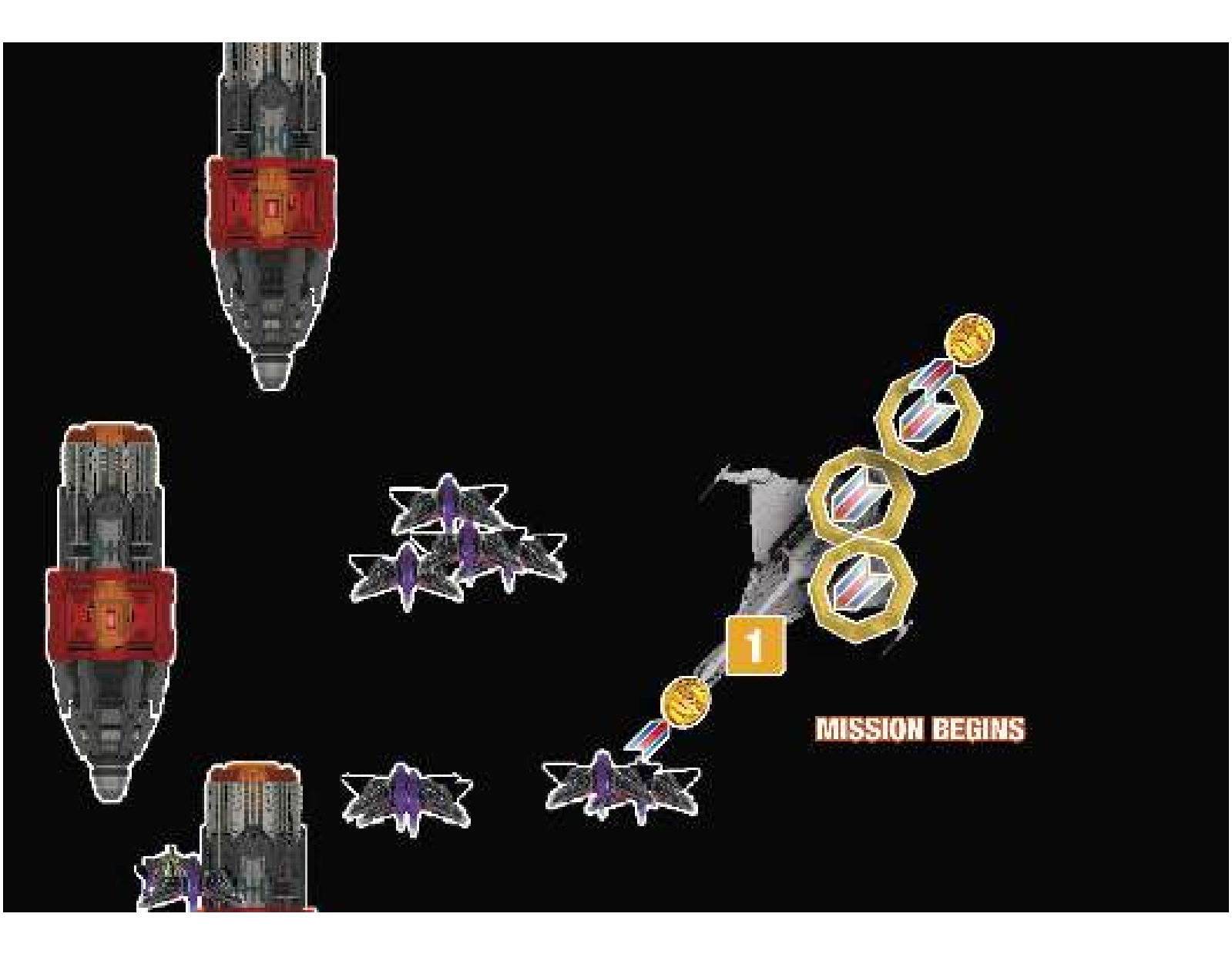
Introduction

The group is reconvened with poor Peppy saved, and they are refocused on keeping Andross from controlling the system. General Pepper's intelligence has detected multiple missile launches from nearby planet Fichina, and it falls upon Star Fox to check it out. Andross may be planning to use his newly-revealed teleportation technology to unleash a devastating attack on Corneria from an unprecedented distance!

Silent Zone
Sector γ
Copperhead Chaos

Sector γ - Copperhead Chaos

Phase 1: Destroy the Missiles



1 The staging point out here in remote space is the Great Fox itself. Peppy, Slippy, and Falco go on ahead while Fox stands on the lip of the Great Fox's hangar. You can almost view the whole battle space already, except space on the periphery of the mothership—to the far left, in the distance, floats Andross's teleporter. To the right, you can see the great form of the snowy planet Fichina, and the Copperhead missiles, incoming fast. A dense cloud of Attacker II and Gamma Off fighters attends to the missiles, shepherding them to the portal.

The fighter craft for this mission are carefully chosen. They're extremely maneuverable and can match speed reliably, so they can easily latch onto the tail of their prey and give persistent chase, often in groups. You must be vigilant against attacks from your six, responding with somersaults or hard braking. You can also speed through the mission, relying on boosting and hard turns toward new targets to mostly evade whoever is on your tail.

Skip
Interplanetary Guided Projectile
Copperhead Missiles

Star Fox! We've located one of Andross's portals.

FOX OUTFITTERS

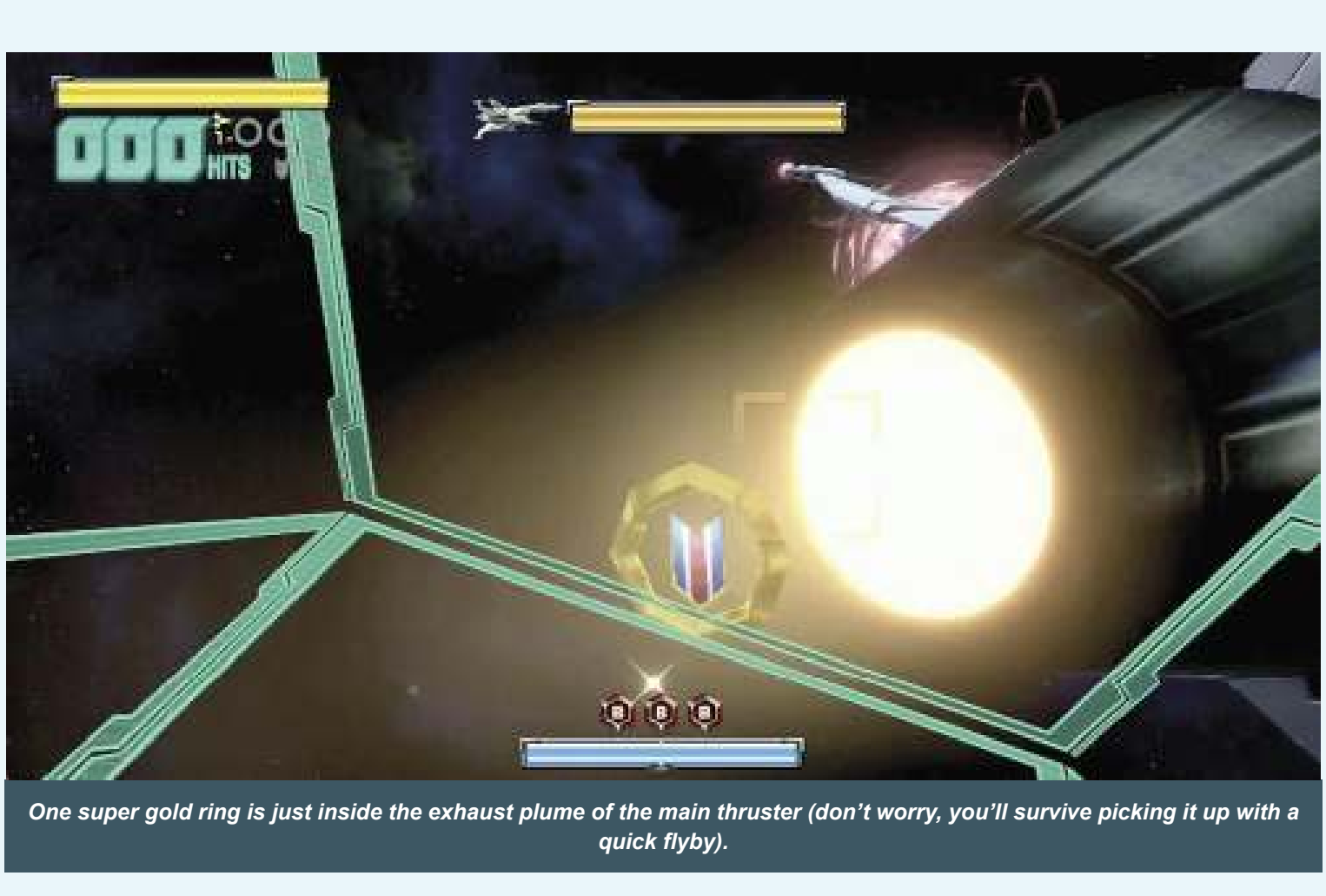
The Great Fox is a prominent part of the environment in this mission, and it also harbors several secrets on its own. From the mission's beginning, before jumping out of the hangar and transforming into Arwing mode, turn around in the Walker and discover a laser upgrade behind you! If you walk forward to pick it up and then continue into the darkness of the hangar bay, you'll be spat out of the Great Fox's back in Arwing mode, flying above the Great Fox's main thruster. Exiting this way reveals a secret medal.

PHASE 1
Destroy the Missiles

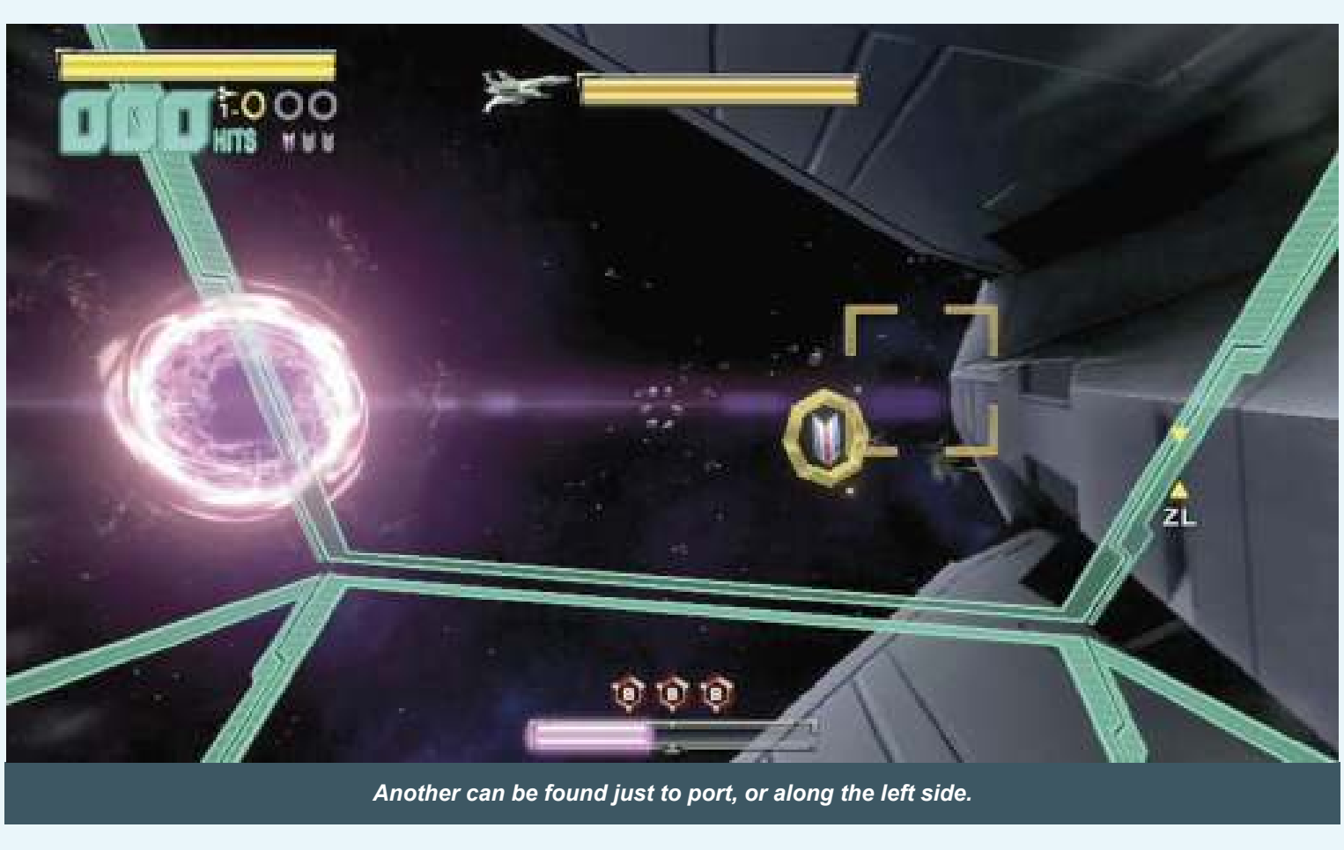
Enemy missiles ahead. Destroy them before they enter the portal.

Unless you're going for a speed run of the mission, there's almost no reason not to backpedal or spin around and collect the laser upgrade at the beginning. Another laser upgrade can be found between a triangle of silver rings closer to the teleporter, but this is the rare mission where laser upgrades aren't crucial to speeding up performance.

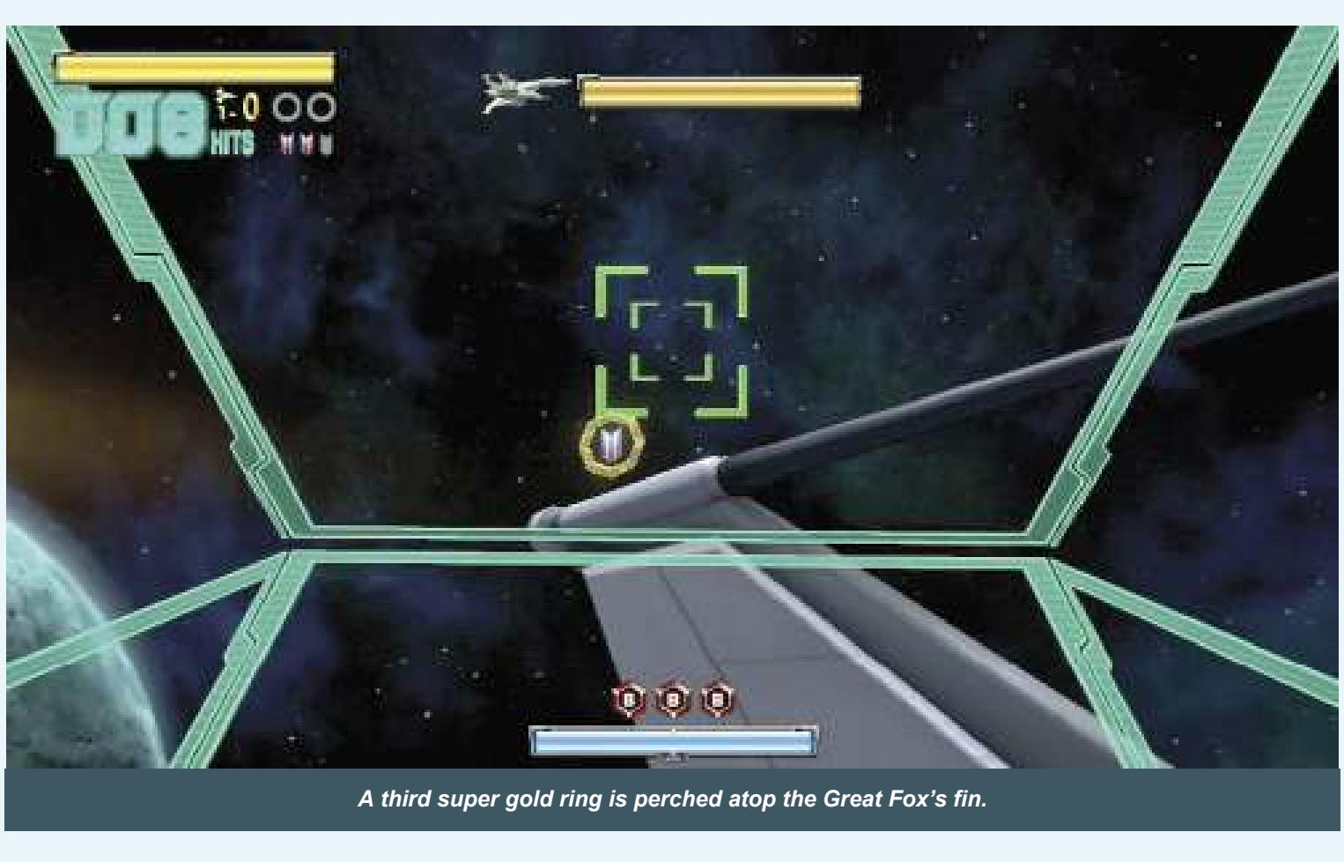
Apart from lasers in the hangar bay and a medal on the tail, you can also find three super gold rings placed around the Great Fox.



One super gold ring is just inside the exhaust plume of the main thruster (don't worry, you'll survive picking it up with a quick flyby).

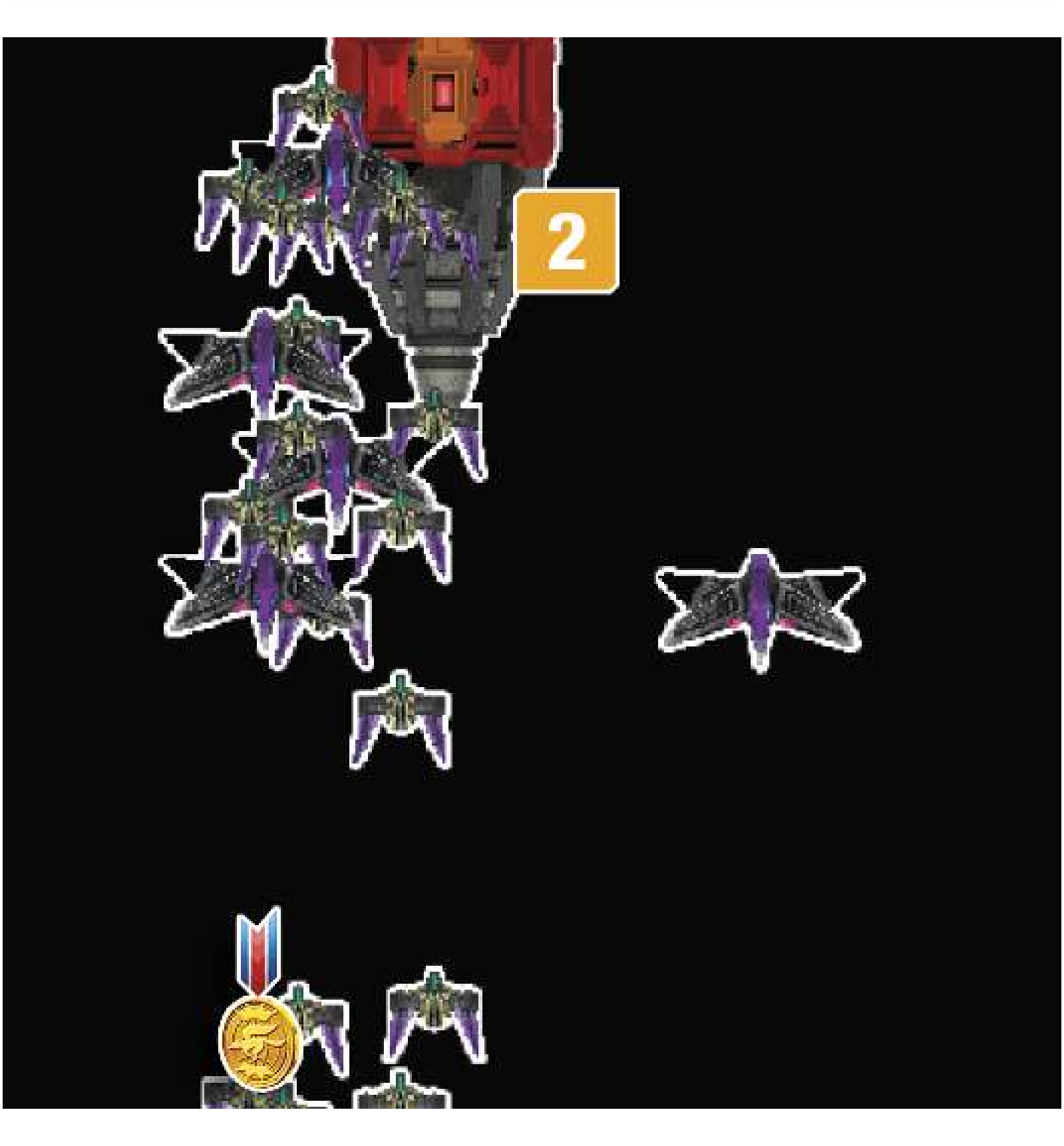


Another can be found just to port, or along the left side.

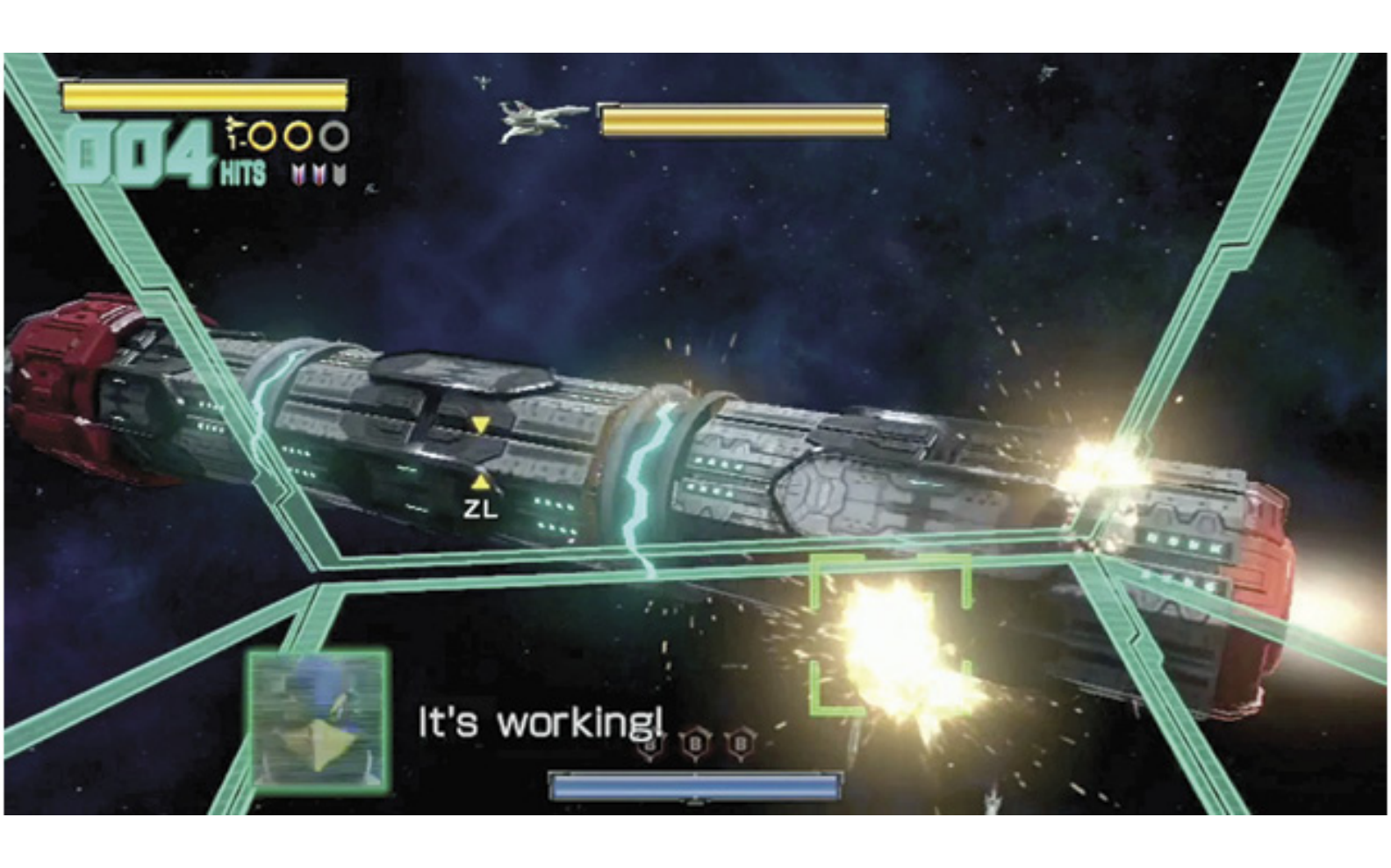


A third super gold ring is perched atop the Great Fox's fin.

If you collect all three, a collectible medal appears on the Great Fox's beak-like cockpit. Collecting all this stuff gives the Copperheads a little time to advance unchallenged, so be sure to zip back to action after finishing Great Fox procurement.

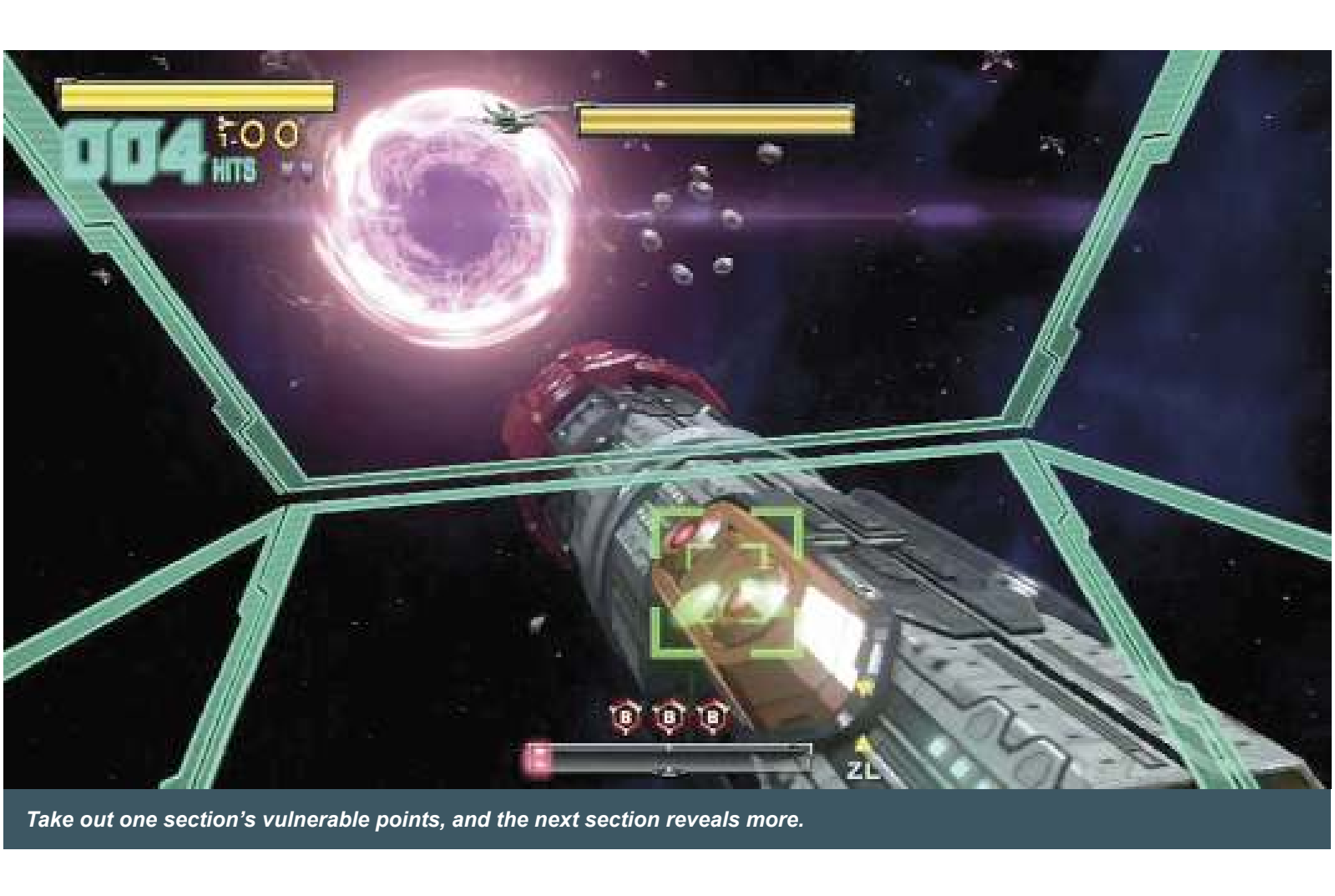


2 The Copperheads were launched from Fichina, starboard of the Great Fox's starting point, and they're spiraling ominously toward the teleporter to the Great Fox's port side. So the mission runs straightforwardly right-to-left, relative the beginning, with the three Copperhead weapons flying in an uneven line one after another, traveling to enter the teleporter.

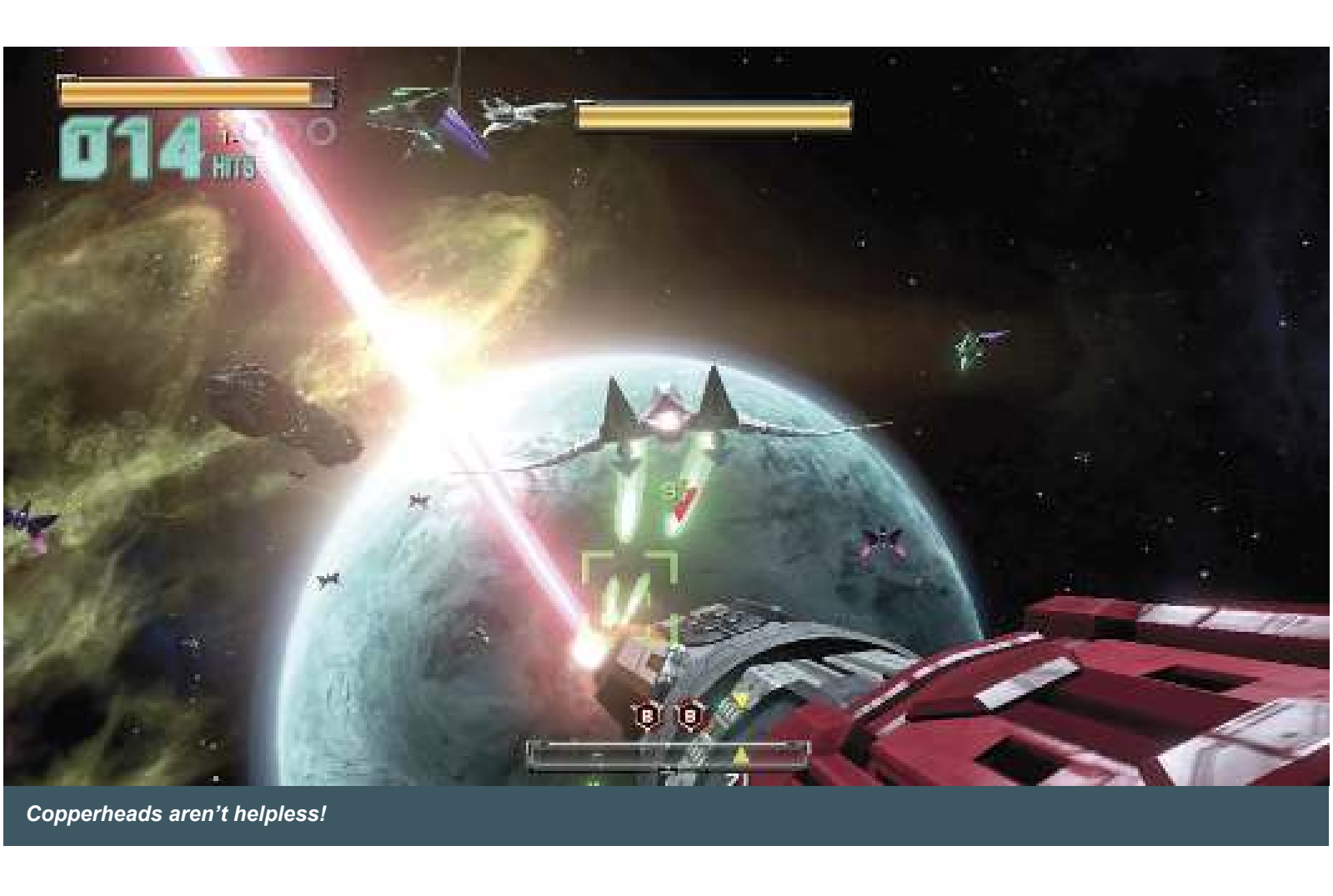


It's working!

You should be able to stop the missiles before it comes to that, though. Each Copperhead is built in three payload segments, and you must dismantle them back to front. Approach a Copperhead and look for two vulnerable orange panels spinning on the rear section. Destroy both of these panels and the third section will break off of the missile.

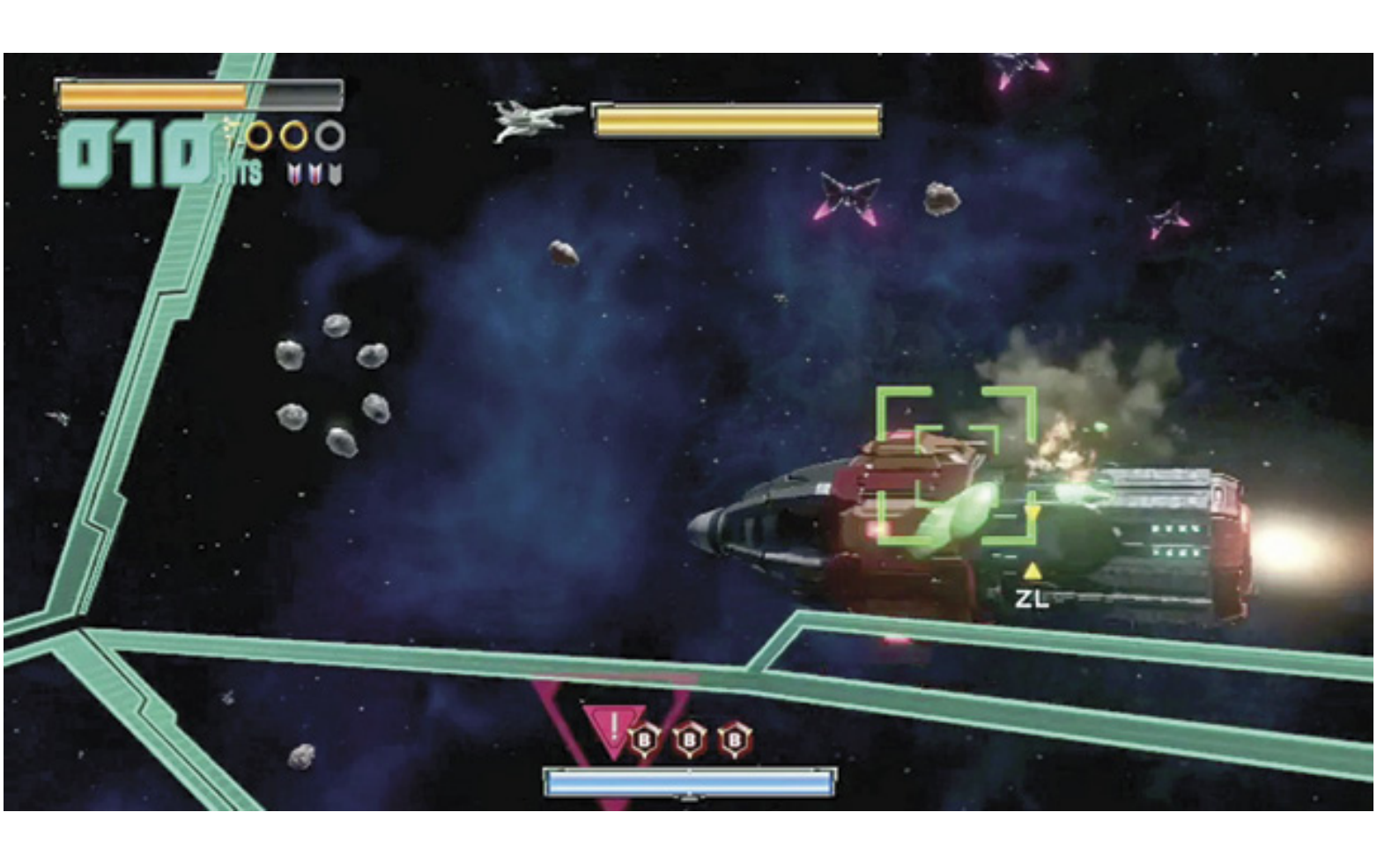


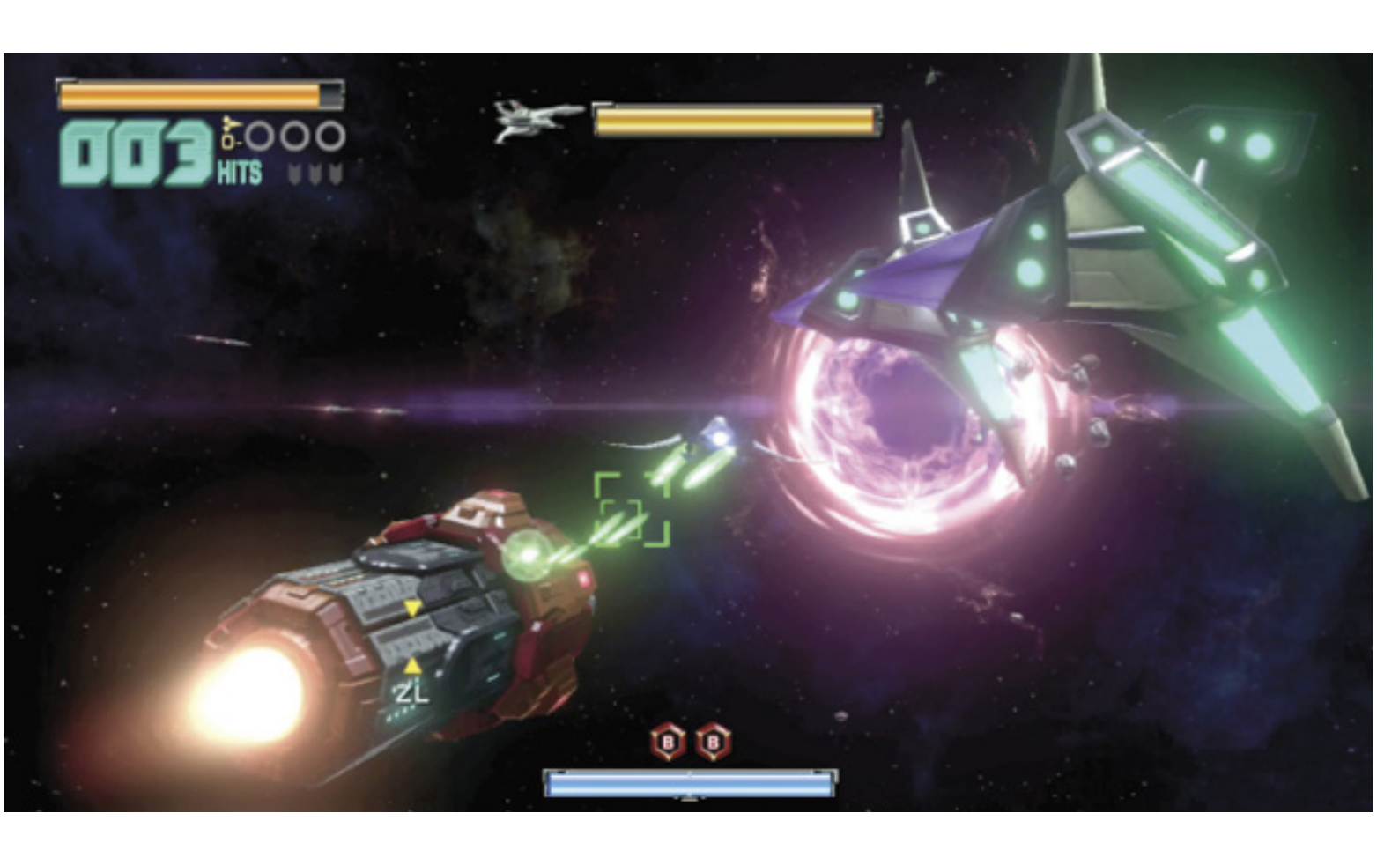
Take out one section's vulnerable points, and the next section reveals more.



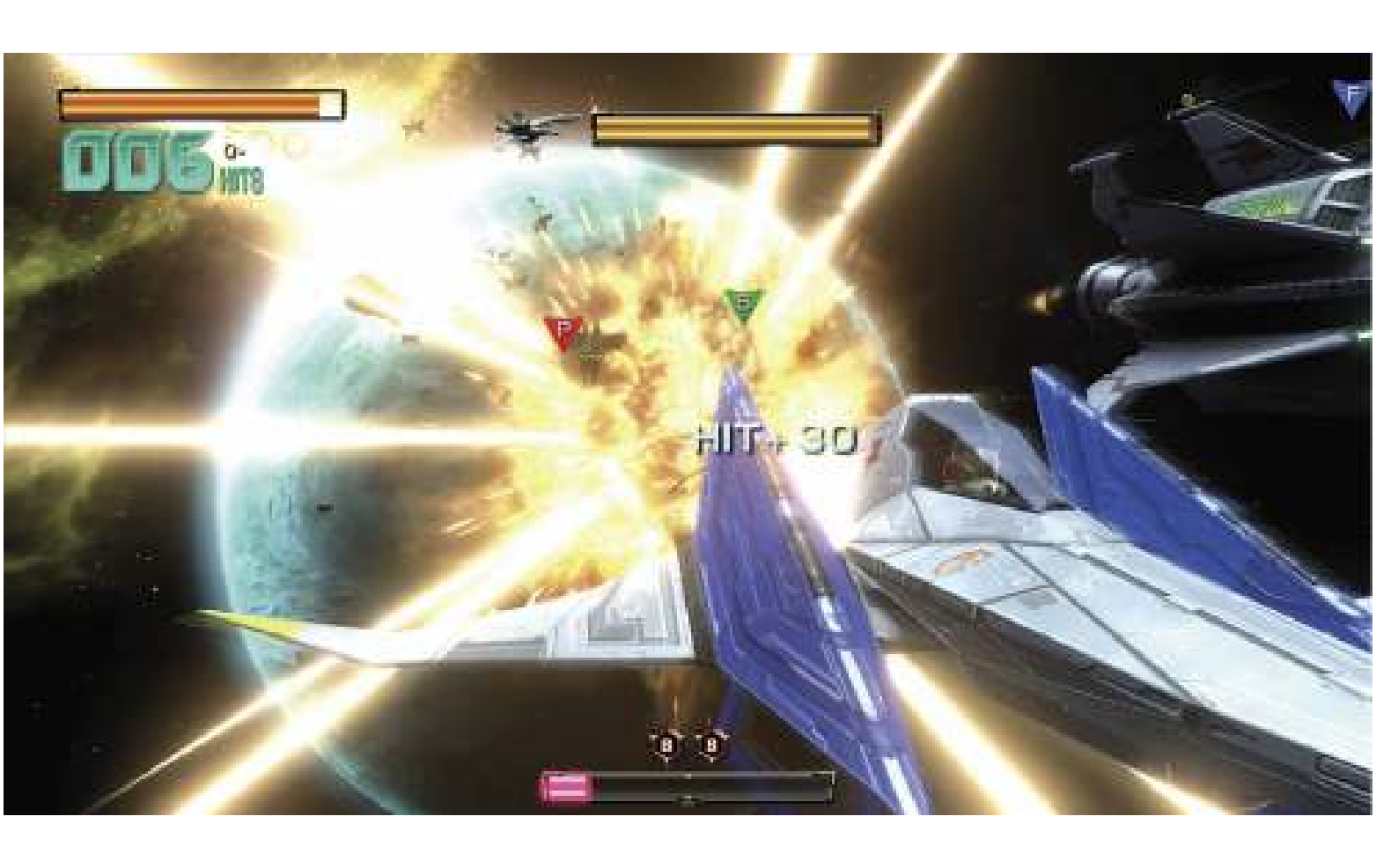
Copperheads aren't helpless!

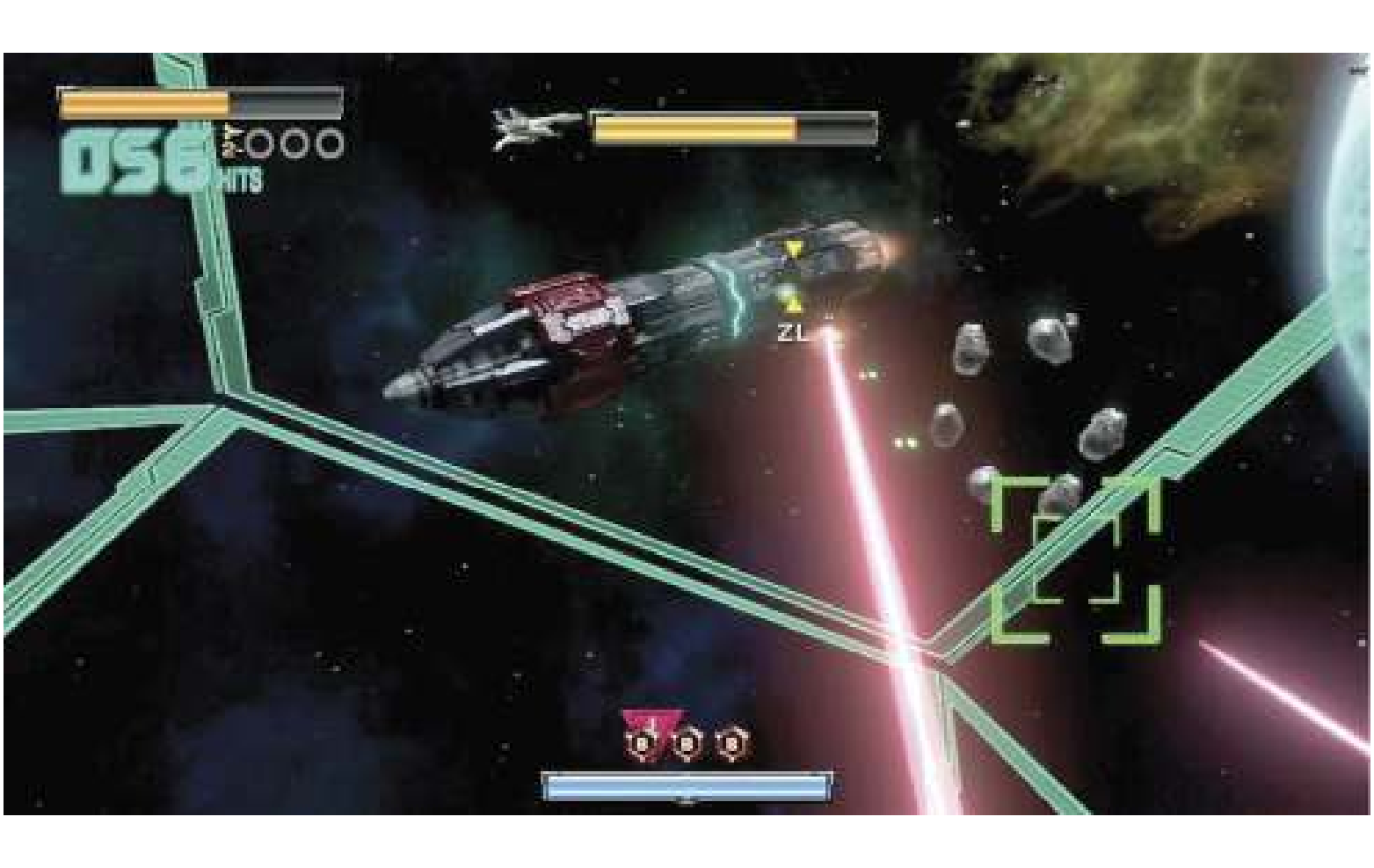
A two-segment Copperhead will pick up its pace a little bit and deploy two more orange panels on the middle section, but this time they fight back. Copperheads can fire far-reaching heat beams, like miniature versions of the Colby main cannons or the Androsa's parabolic turrets. They can also deploy homing missiles, which fly after the Arwings as a deadly nuisance in a space filled with deadly nuisances. Destroy the middle section's vulnerable panels as well, and the Copperhead enters its last-ditch mode.





The front section accelerates to full cruise speed and deploys six vulnerable panels, while spinning much more quickly than before. This spinning actually works in your favor, if you can catch up to a Copperhead nose segment and fly alongside it. Just aim where the panels are passing and open fire and you'll destroy each new panel in turn as it spins into your laser shots. Once a Copperhead's nose is depaneled, it loses propulsion, floating helplessly in space for a bit, before its remaining payload detonates. When a Copperhead's decimated warhead is about to go critical, you can track its position with focus view—you don't want to be anywhere nearby when a Copperhead explodes, or you'll find yourself restarting the mission in short order. Give destroyed final segments a wide berth, and boost toward the next Copperhead in line.

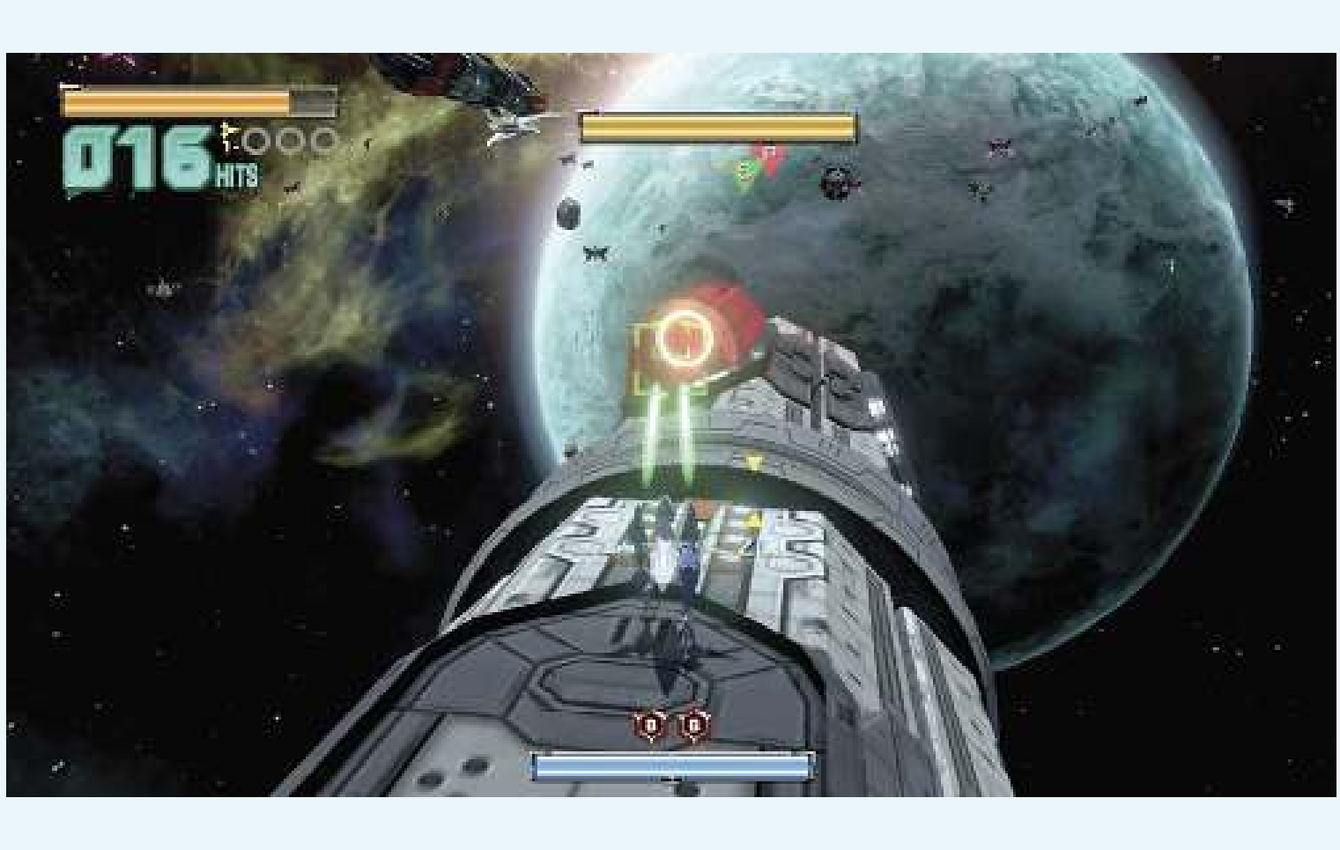




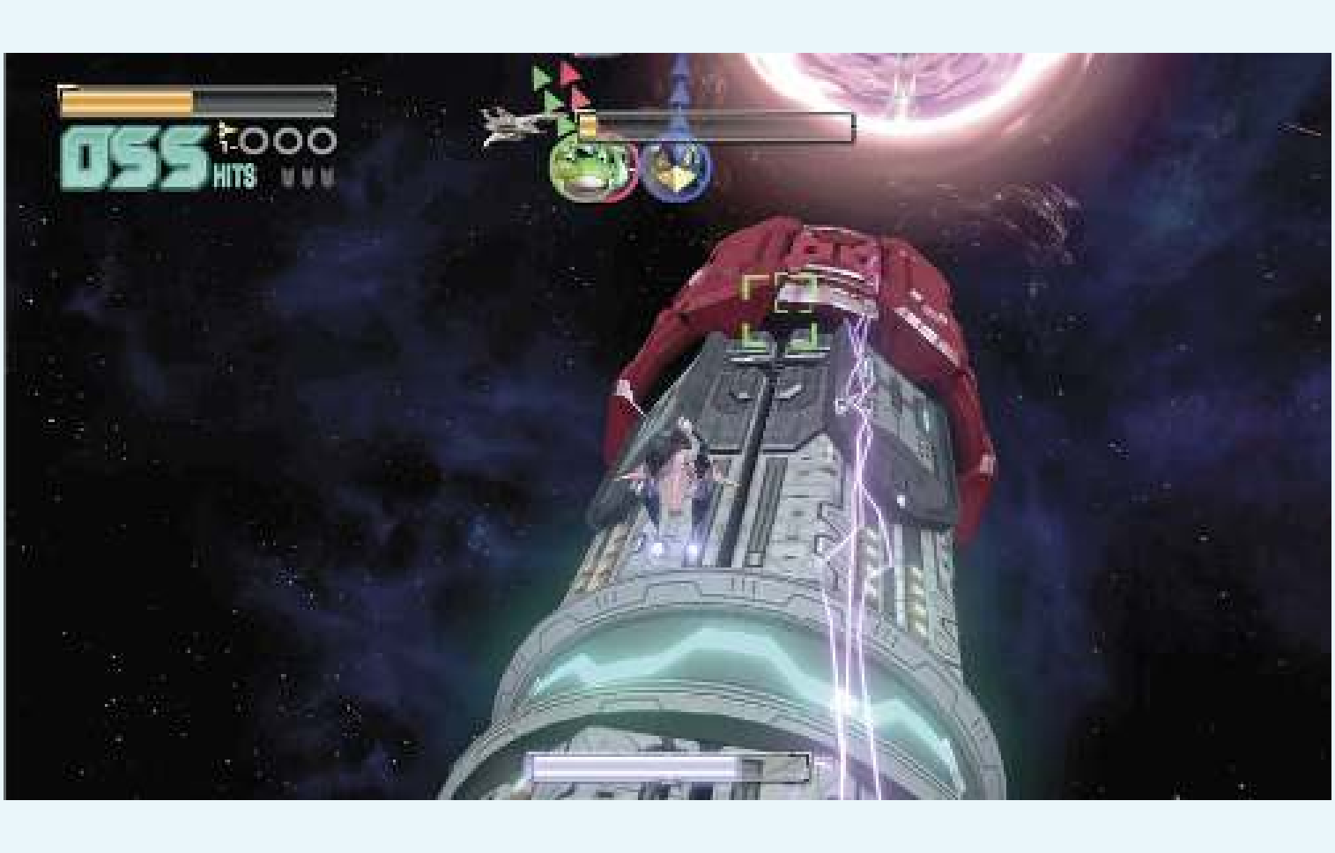
You can clear out the missiles' escorts as it's convenient while in transit from one missile to another, but you won't want to spend that much time on side projects in this mission. One detour perhaps worth taking is toward the teleporter on the left, where you can find a couple secrets floating in the space around Andross's portal: flying through a ring of asteroids grants you a hidden medal, and a laser upgrade can be found floating between three silver rings.

MISSILE HOPPING

Like the Granby in Sector β, Copperhead Missiles make perfectly good landing perches for the Walker. You can land on the front section of a Copperhead, then fire shots down its length at weak points as they spin around. Copperheads aren't totally unprepared for the threat of being boarded and can arc electric bolts along their sides, but you can float over these bolts with the Walker hover jets.

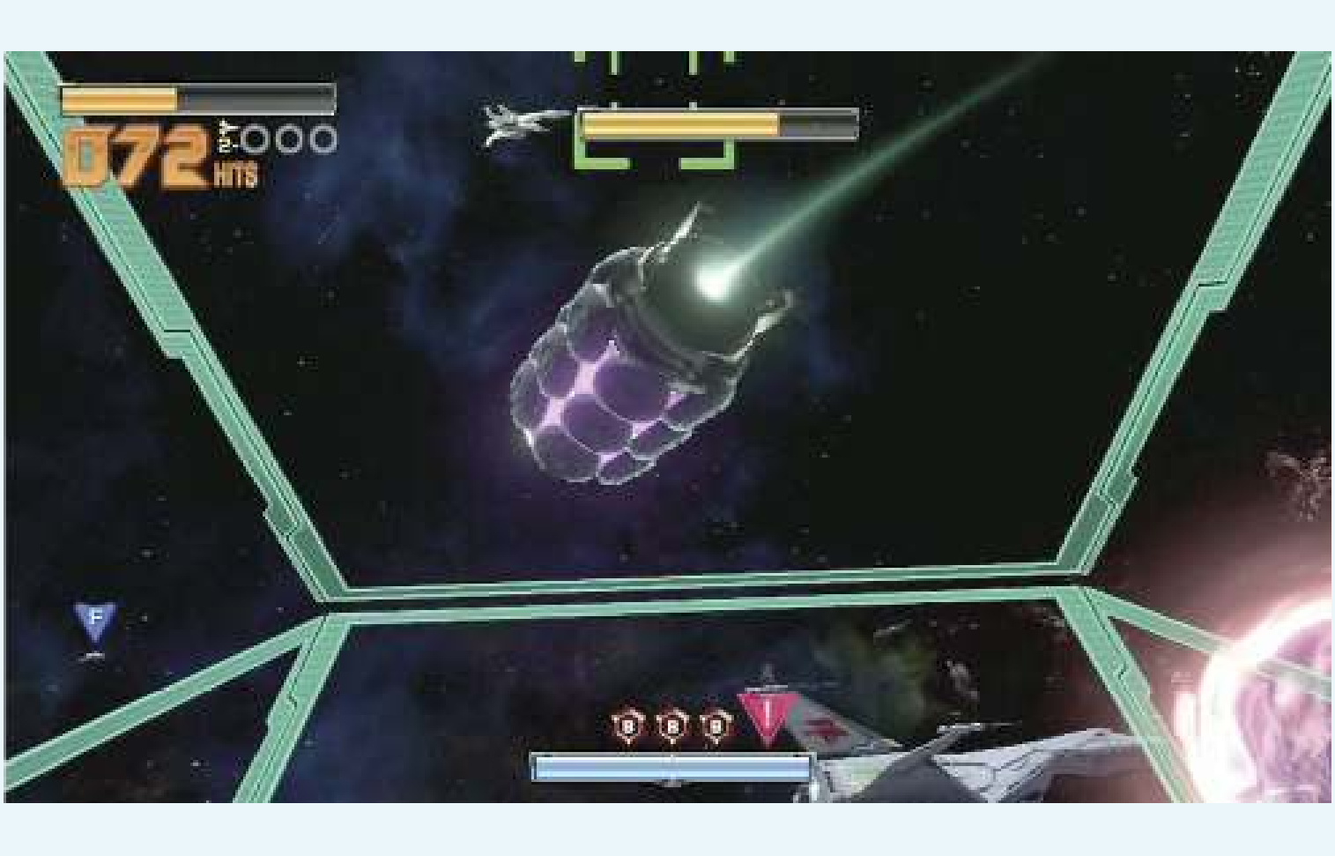


When you've destroyed the rear sections from the comfort of a front-row seat, the spinning of the final section will throw you off. But you can hover in space and shoot after it in Walker mode to destroy all the weak points before it gets out of your range. (Of course, if it does, transform to Arwing mode and get after it to finish the job.) This just goes to show the Walker's versatility in unexpected situations.

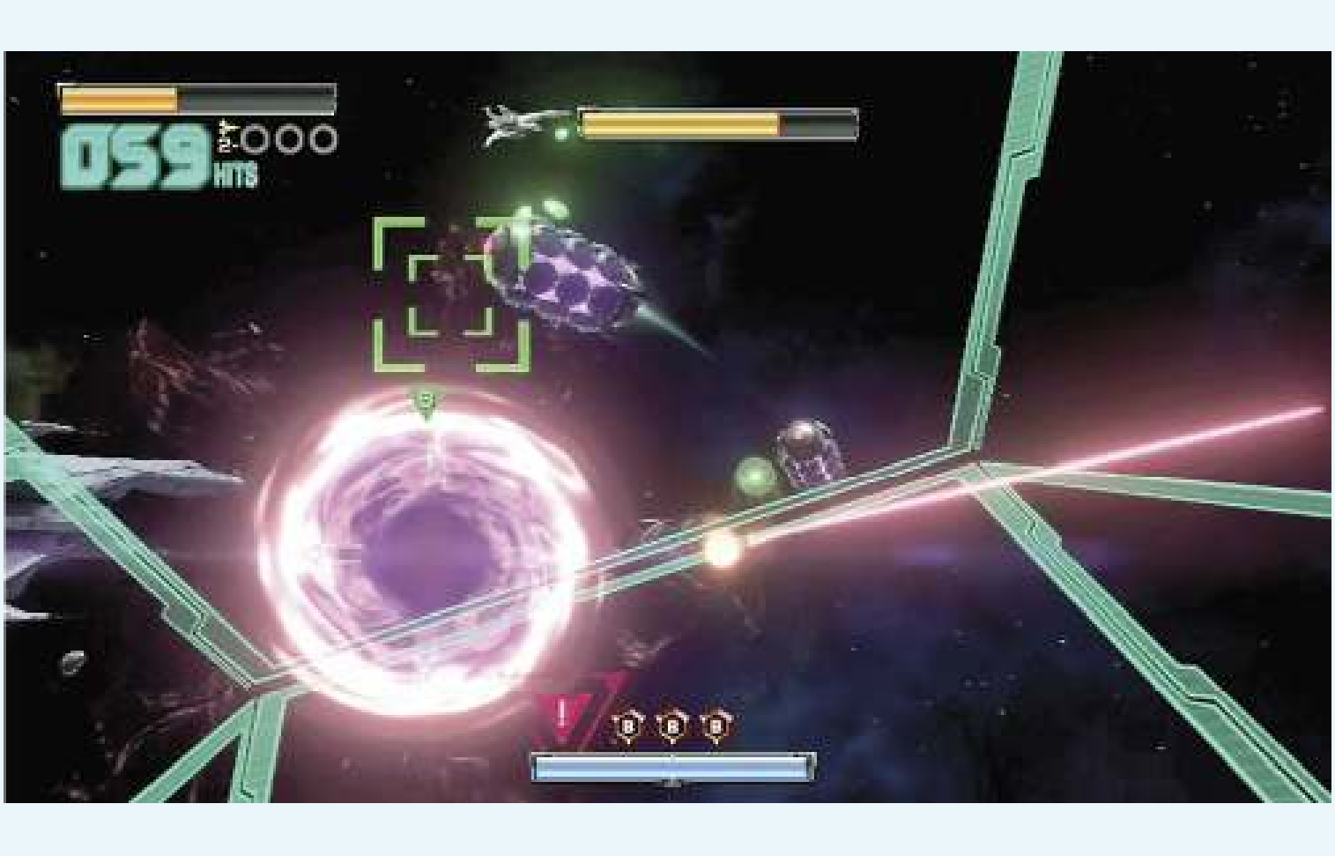


GREAT FOX UNDER ASSAULT

If you let the missiles progress too far forward, they begin to launch something more threatening to the mission than their pesky fighter escorts: Chiritori missiles, which exit from the Copperheads and seek out the Great Fox. When they get there, they split into several Chiritori drones, which scrub the surface of the Great Fox, shocking it and taking shots at you and your wing mates. If you get too close when they split up, these Chiritori drones can actually end up attached to an Arwing (yours or an ally's), in which case you must shake it off with barrel rolls. Allies may require your help blasting off a Chiritori that's attached itself to their ships. Every moment that Chiritori units are on the Great Fox, they deal damage to it. If you simply ignore the drones pecking at the mothership as you go about your anti-Copperhead business, there's a real risk that the Great Fox can be destroyed if you take too long. This is especially true if you allow multiple Chiritori missile packs to break up and dust the Great Fox with fresh drones, increasing the rate it takes damage.



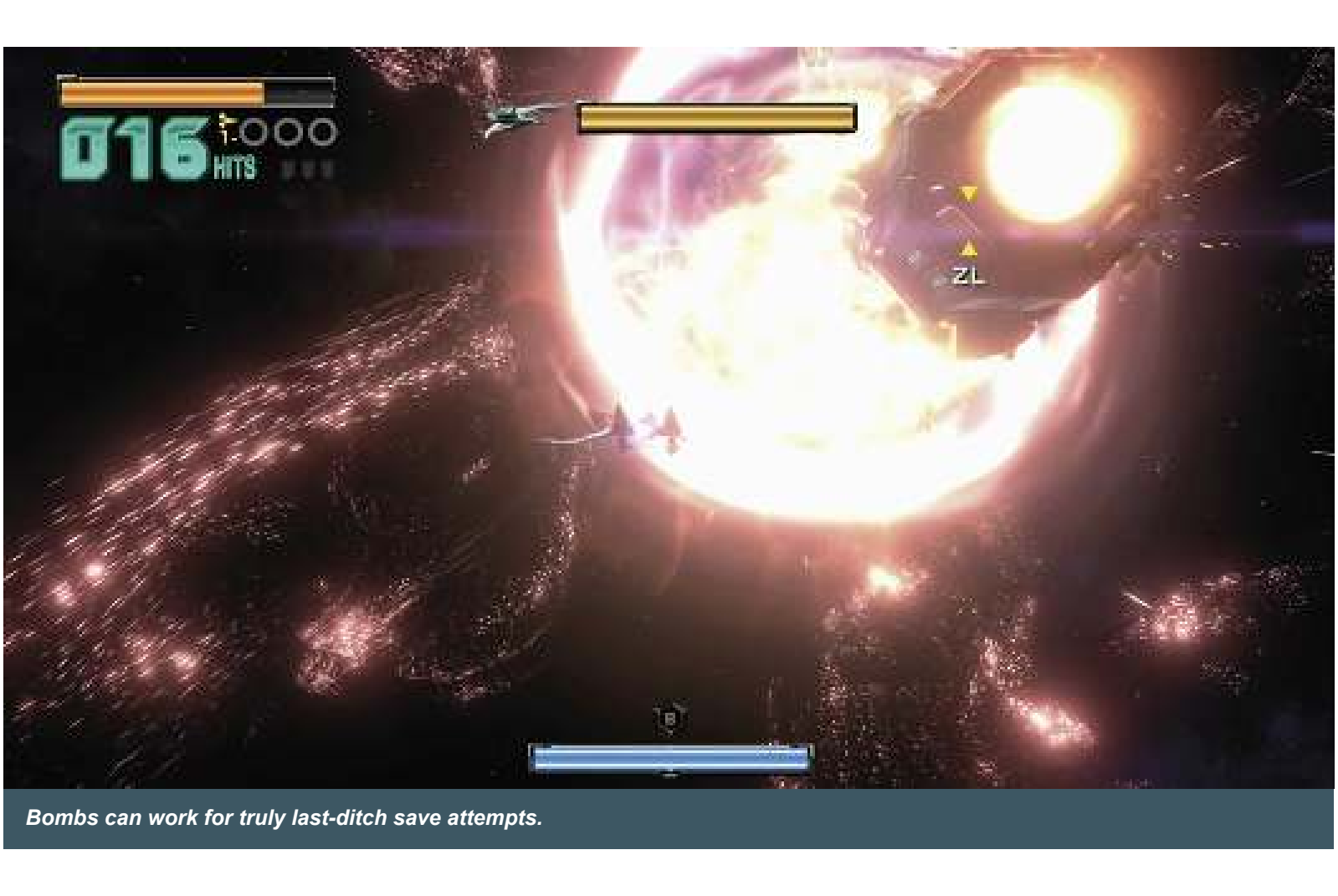
You'll receive a warning from the Great Fox or a wing mate when a missile launches their unusual Chiritori missiles at the Great Fox. But it's also just a good general policy to keep as many missiles in view as possible, with an eye out for the distinctive snubby shape of the Chiritori all packed up in rocket form. If you begin the mission with a purpose and immediately seek out and destroy one Copperhead, you can be sure the remaining Copperheads won't wait too long before deploying some Chiritori missiles.



Taking out a Chiritori missile while it's in transit and still in one piece confers a nice hit bonus. In fact, apart from taking out each Copperhead cleanly for a +30 hit bonus, another sure way to increase your chances to make this mission's hit par medal is to shoot down every Chiritori missile. If you actually allow them to split up and cover the Great Fox in Chiritori units, not only will it take longer for you to track down and blast each individual Chiritori, but you'll also earn less hit score total! Whenever possible, prioritize Chiritori missiles above other targets.

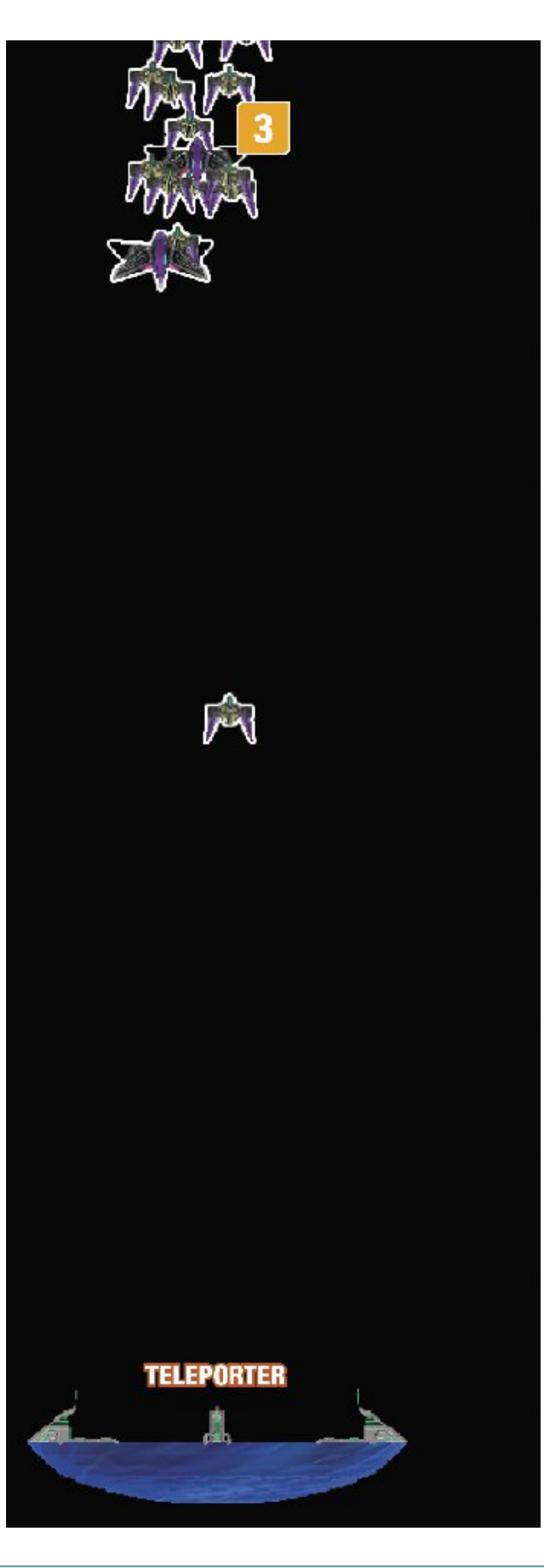
3 If it needs to be stated, this mission is time-sensitive. You'll approach the Copperheads in all-range mode, free to use whichever attack angle you think is best to stop them from reaching their objective. Copperheads getting too near the portal for comfort will prompt the Great Fox to give you a series of final warnings, with the final warning coming just moments before a missile would enter the portal. If you let it come to that, the Great Fox's AI will valiantly move the ship forward, sacrificing itself to intercept the projectile, but this is mission failure.

Distance: 10.



Bombs can work for truly last-ditch save attempts.

The mission is completed when all three Copperheads are destroyed, with the Great Fox still in one piece.



MISSION ACCOMPLISHED

Introduction

Cornerian intelligence confirms what the Copperhead missile launch very strongly suggested: an Andross presence on Fichina. Fichina is a frigid and punishing planet, covered in snow. Nevertheless, it's important as one of the last places standing between Cornerian forces and Venom. Apparently, Andross keeps some kind of massive superweapon here. Star Fox has got to find it and take it out.

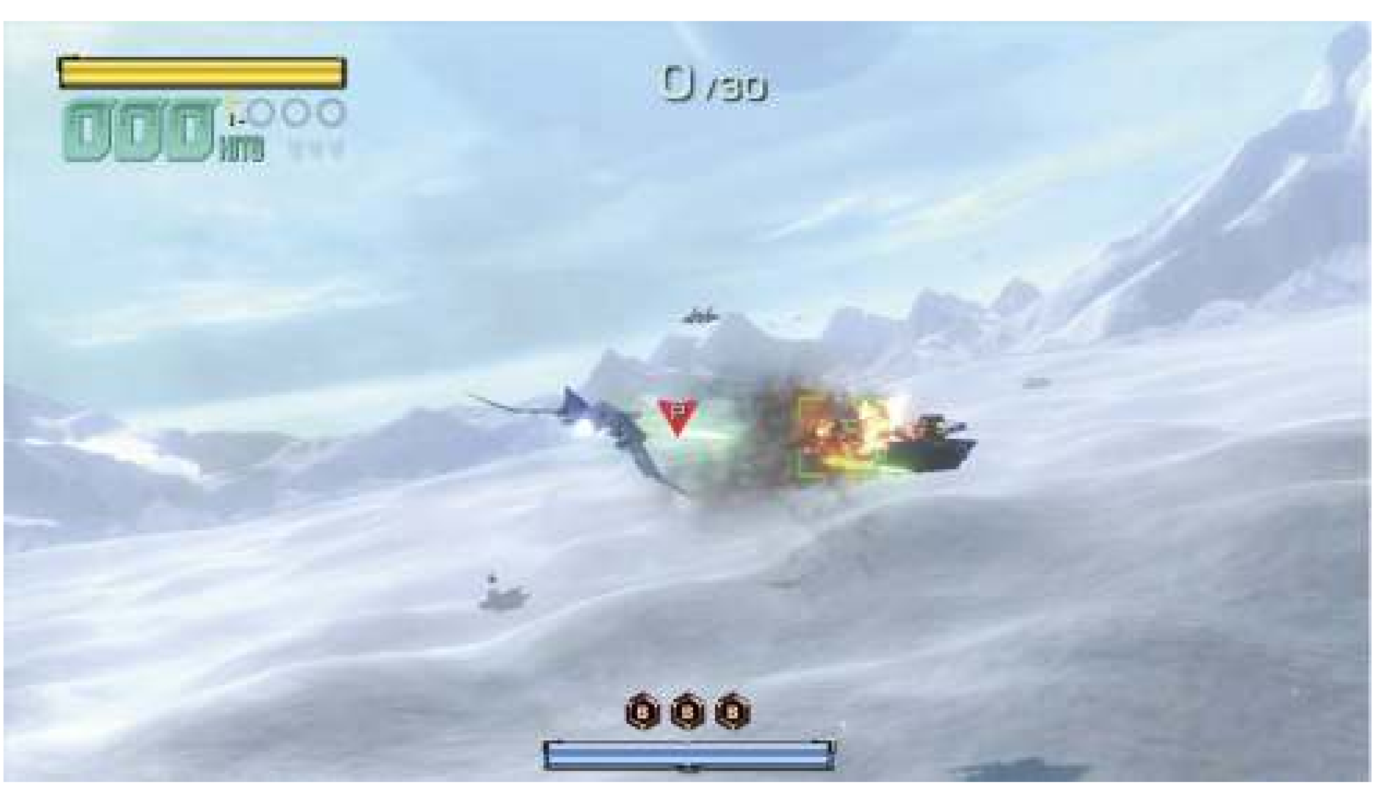
Frozen Planet
Fichina
Frostbitten Fray

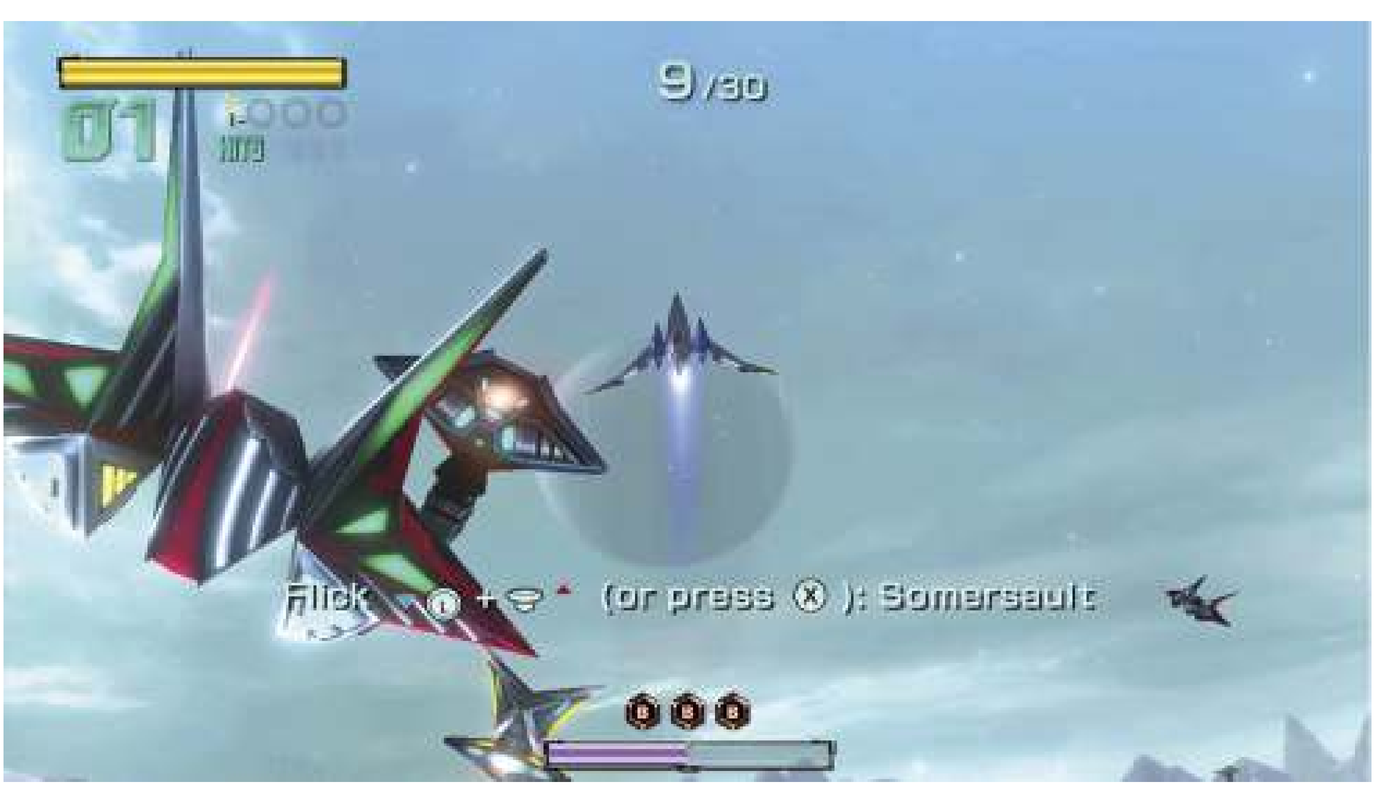
Fichina - Frostbitten Fray

Phase 1: Find the Massive Weapon

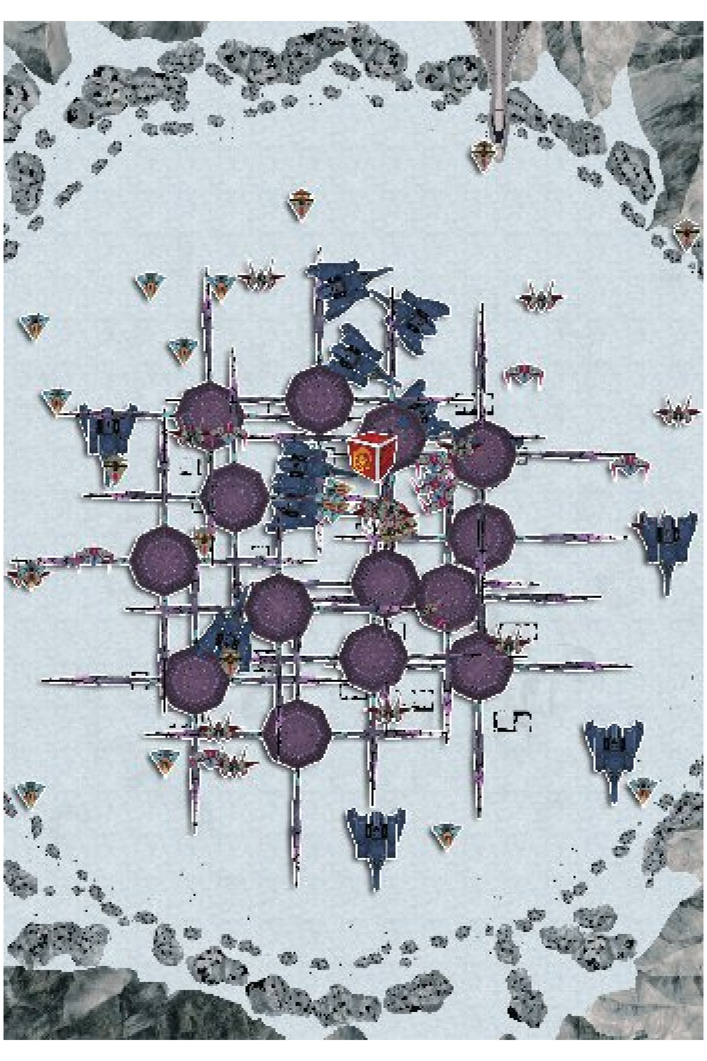
SWATTING FLIES

This whole mission occurs in a large bowl valley, ringed by low mountains. The Great Fox descends and deploys Fox and friends in Arwings to clear out Andross's light defenses.



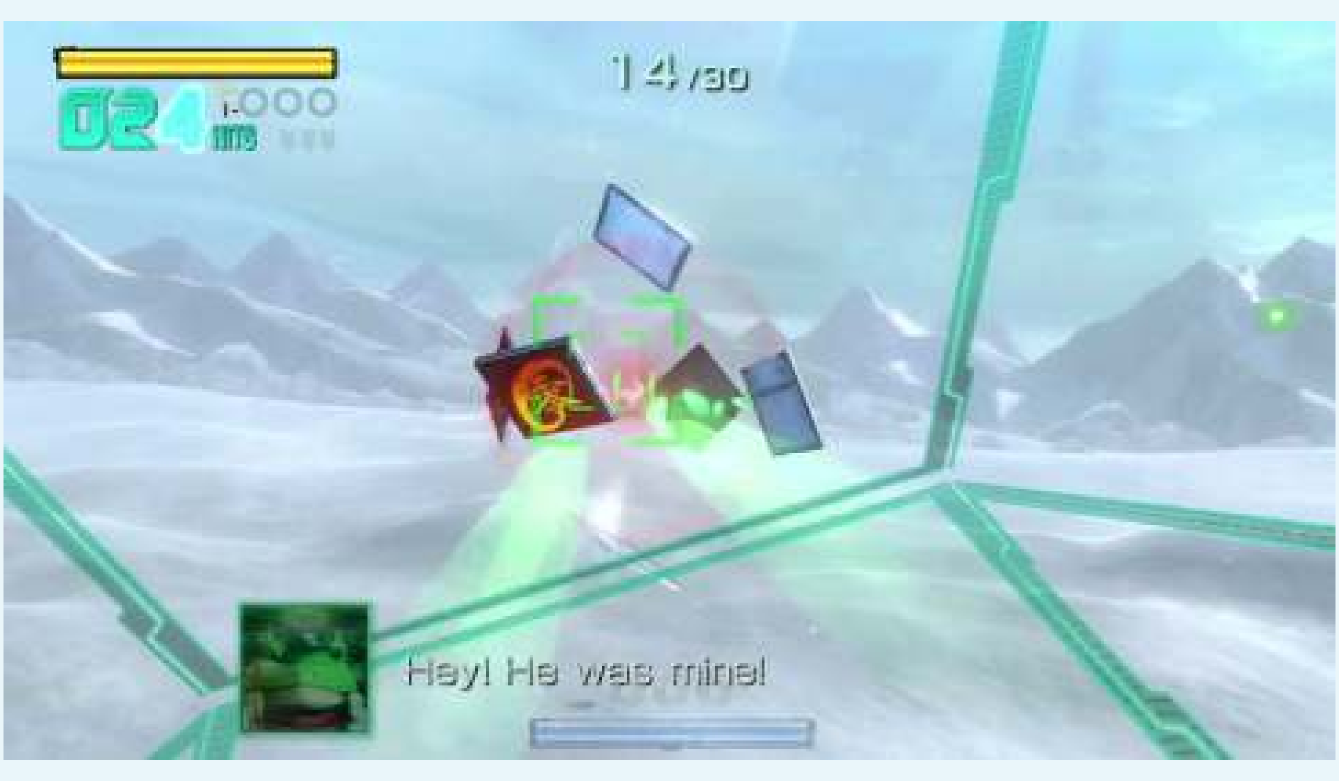


The area is initially teeming with various ground and air fighters from Venom. Blue tanks are a new unit. They have the same armor plating and pack the same wallop as green and red tanks, but they have enhanced flight capability, and they fire a powerful missile projectile that has minor guidance (it will curve toward its target, but won't correct itself if it misses outright). By now you're well acquainted with air fighters like the Dragon I, Dragon II, and Venom Fighter II. Invader III bombers also patrol the area, complicating things by rolling their firebombs across the ground, creating temporary low no-fly zones.

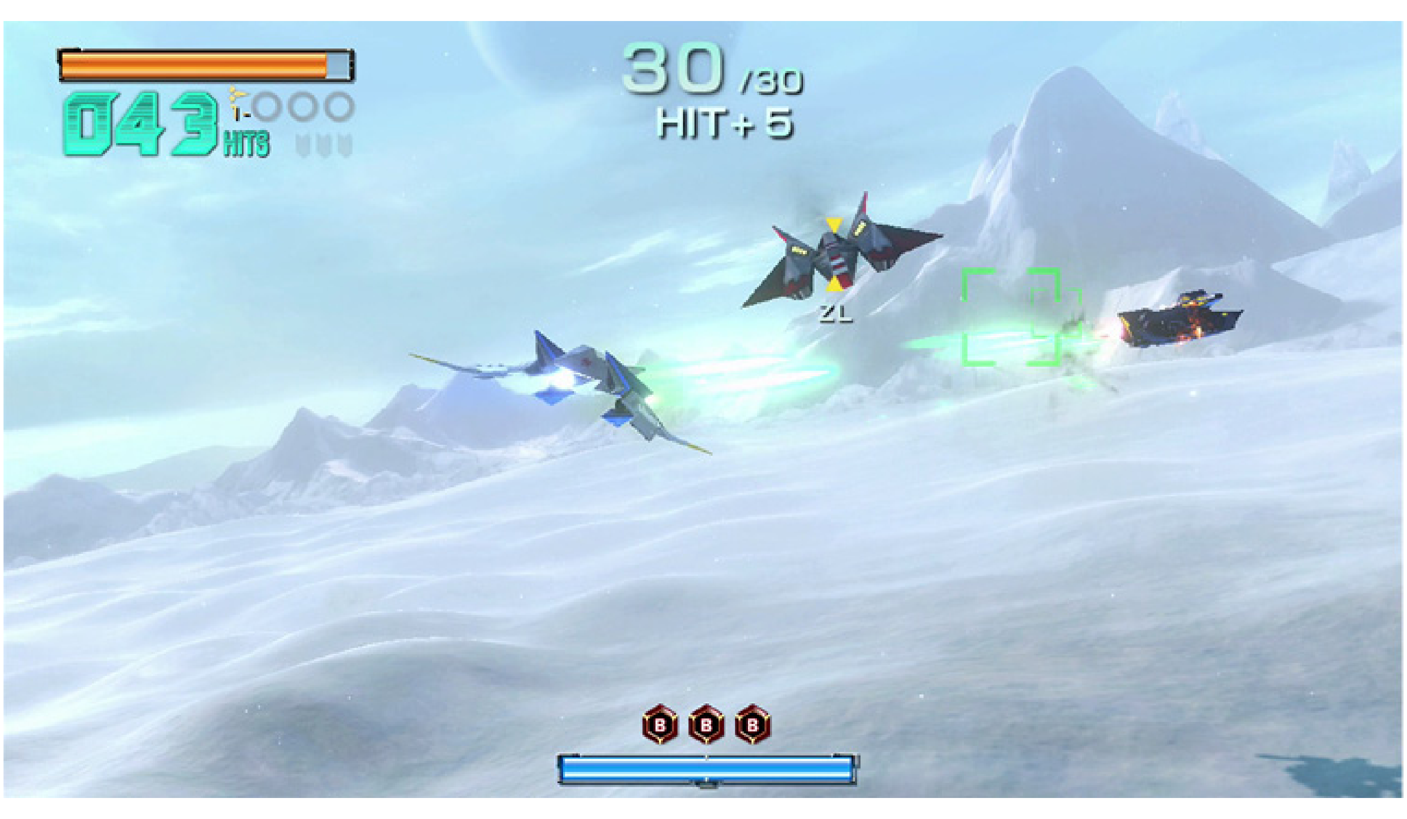


LASER FOCUS

The very first blue tank at the mission start, traveling left to right across your field of view, leaves behind a laser upgrade if you destroy it. That, combined with the laser upgrade the Great Fox eventually deploys for you, will get you up to speed with hyper lasers!



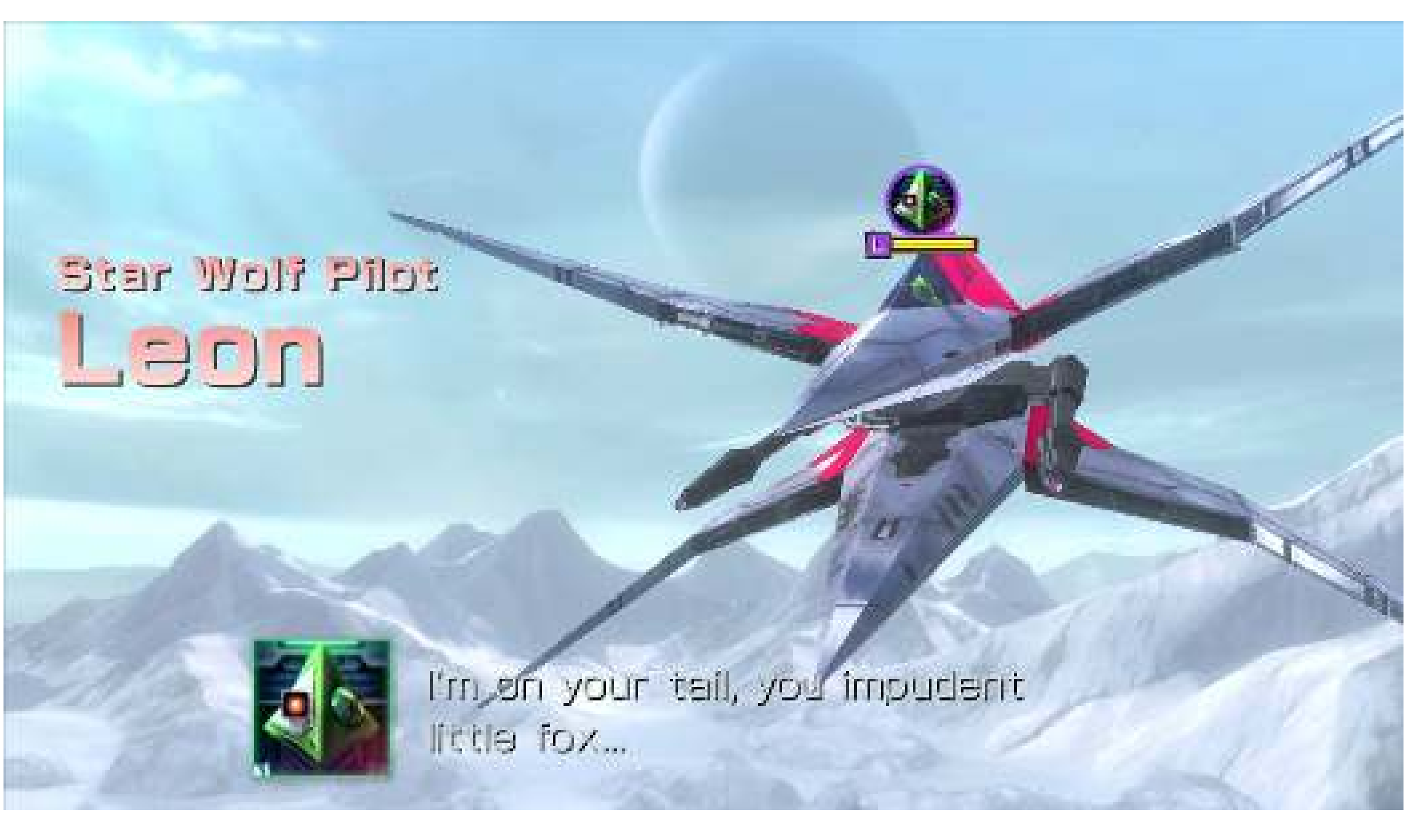
The air is so thick with various relatively sluggish fliers that if you turn too hard (braking, tilting the Arwing, and pulling up all at once), you might actually run into Dragon drones and Invader craft tailing you. Likewise, you can often turn the tables on the many units that latch themselves onto your six by just nosing down and braking hard. If they're flying too closely, they pass right over the top of your Arwing, and you can rise and take them out.



You must rack up 30 hits against the defenses here to proceed. Where units are grouped up, concentrated twin lasers dragged over all targets will shoot them all down, though you must hold the lasers in one place a bit for the stout blue tanks. Charge/critical shots also frequently take out whole groups at once, thanks to their blast radius.

LEAD FLY

Eventually, having had enough of you decimating Andross's army on Fichina, ace Star Wolf pilot Leon flies into the valley, his sights on Fox. You've got another dogfight on your hands.



Leon is one of the more aggressive Wolfen pilots, often flying in head-on, guns blazing. When he's not boosting in to attack, he acts as evasively as other Star Wolf aces, flying tight circles around his desired Arwing target, and always ready to somersault over incoming projectiles. But at least it's not too hard to track Leon in this circular, white valley, and he will play right into your hands if you let him. Just beware that the other units in the area, tanks and fliers, will still be around, taking shots at you while you square off with Leon.

LIZARD AND FOX PLAY CHICKEN

051 HITS
ZL
This day just keeps getting better

051 HITS
ZL
This day just keeps getting

You can actually take advantage of Leon's aggression by flying straight at him, shooting lasers and charge shots and (ideally) a smart bomb right into his path. You can do enormous damage to Leon on just one pass if you get a good bead on him as he approaches, rendering his aggression extremely counter-productive.

Fichina - Frostbitten Fray

Phase 2: The Strider Den

You've stumbled into a spider's nest of Crab Tanks, a buffed-up version of the Striders you've seen before.

Time to take this fight to the ground.
ROB, deploy the Landmaster!

These huge spider drones keep their weak abdomens pointed down at first, which isn't ideal for assault from Arwings. As luck would have it though, the Great Fox is right overhead, and swaps out Fox's Arwing for a new vehicle: the Gravmaster.

Skip
Landmaster Flight Upgrade
Gravmaster
The Landmaster has been equipped with a new function.

The Gravmaster is a Landmaster that has some flight capability. Think of it as a souped-up Androssian blue tank of your very own, but better and less evil. Hitting the Transform button toggles between Landmaster and Gravmaster modes. Flying around as the Gravmaster depletes boost meter, but not as quickly as you might expect—you can afford to spend most of your time in Gravmaster mode if you like, with brief periods in between majestic tank flights where you fall to earth and allow the boost meter to recover.

Crab Tanks can't hide their weak point from the Landmaster forever. If you fire a charge bomb end-on at their midsections, the charge bomb will curve up or down to try to get around the side of the spider and hit the middle. If they're pointed down, you can shoot upward into them with the Landmaster's powerful laser cannon; if they're flipped upward, you can use the Landmaster's hover jets or transform to Gravmaster mode to fly up above, giving you an angle to aim and fire at their weak points.

ZL
Ⓐ: Transform
Incoming bombs!
Watch the skies!

While Crab Tanks scamper about, they drop bombs that tick for several seconds before exploding, hoping to dissuade you from approaching in tank form. And Andross's army forces continue to swirl about, so remember that the tank can lock on to three targets at once.

When you're locking on to a Crab Tank, take a moment to scan for anything else to lock onto with that missile salvo before firing. The most annoying enemy while you're trying to deal with the Crab Tank family, besides the Crab Tanks themselves, are probably the Invader III bombers. Coupled with the Crab Tanks' own rolling grenades, the Invaders' rolling firebombs can make it dangerous to be on the ground sometimes. Of course, you can get around this by exploiting the power of the Gravmaster!

SPIDER COLLECTOR

As you're boiling Crab Tanks, you'll eventually destroy one that drops a super gold ring. That's not the only one. There are three Crab Tanks holding super gold rings. Snagging all three super gold rings exposes a medal you can collect. You'll naturally reveal all the super gold rings if you clear out all the Crab Tanks, which happens to be the condition to achieve Mission Accomplished status here, too. You can also tell which Crab Tanks will drop the super gold rings because they will be gold instead of blue/purple.

MOTHER STRIDER

Mega Drone
Mother Strider

But these Crab Tanks aren't the target either. The actual target reveals itself partway through your thinning of the Strider herd. The Mother Strider, a gargantuan eight-legged walking mega-drone, climbs over the valley-ringing mountains to join the fray. At first, just keep clearing out Crab Tanks. The Mother Strider takes a few minutes to actually fully enter the battlefield.

BOSS
⊕ : View controls

Once it has fully entered the valley, it approaches your position while firing ring lasers at the Landmaster. Mother Strider is absurdly large, like Andross's grandest starcraft, and her most dangerous aspect is her ability to use that mass against you. Mother Strider will hunch briefly on all eight legs, gathering energy, then launch upward, hanging briefly in midair before crashing down with the gigantic pan of her underbelly. You'll take very heavy damage if you're in the way. Apart from the steady barrage of ring lasers fired from Mother Strider and her fleet of local pestering allies, this "belly flop" is the main danger.

If there are still Crab Tanks remaining, you'll probably want to take them out. You don't have to complete the mission, but there are a couple surprises in store if you're thorough. It also makes the situation less noisy, since you don't want to be interrupted by Crab Tank bombs while you're scurrying out of the way of Mother Strider's headquarters-sized dive-bombing.

When you're ready to take the fight to the massive superweapon, clues will quickly stand out as you inspect the target. Where each leg joins the body, there's a fluorescent, vulnerable joint. Shooting these joints causes them to bulge and glow brighter, and when they take enough damage, they simply pop, separating the leg from the body. The Mother Strider will be robbed of an eighth of her overall support. She quickly regenerates that node and regrows the leg, restoring full function. But if you can knock out three of her legs at once, before they've regrown, she loses enough footing to fall down, crashing into the snow.

BOSS
It's down! Quick, shoot the weak points on top!

For a brief period while she's laid out, the control antennae associated with the broken legs are vulnerable. Like the legs, there are eight of these, with small orange vulnerable points where the feelers meet the top of the body. Enough concentrated damage on these points will snap off the antennas, just like with the legs. When you knock Mother Strider down, focus quickly up top so you can snap all available control feelers. You can't take them all out on one knockdown, so you must repeat the process a few times to snap all the antennae.

You don't want to be under this.

When Mother Strider gets up, she always retaliates with a full-body slam. Since you know this is coming, it doesn't have to be scary. The conservative approach would be to just start backpedaling or driving away as soon as the window to shoot at antennae has closed, while she's rising to her feet. Keep moving backward the whole time through her attack and it'll come up short unless you've somehow let her back you against a valley edge.

The bolder approach, and one that makes it simpler to target different antenna groups, is to move forward as she's getting up, transforming into Gravmaster mode as she gathers herself to pounce. When she jumps, boost forward and fly under her. You have plenty of time to traverse her width before she comes back down. Land on the other side and reorient yourself, and you can shoot at a whole different side's worth of legs and antennae.

When you've repeatedly knocked Mother Strider down and chewed away all the control feelers on top, the true weak point reveals itself. Like all Striders, it's a big node in the top of the abdomen. Now, when she's knocked down, shooting this node will deal critical damage to Mother Strider very quickly, ending the fight after not too long and liberating Fichina.

THE BIGGER THEY ARE…

The Mother Strider stands atop eight spindly biomechanical legs, and you have to take out three at a time to knock it down temporarily. It regenerates lost limbs and gets back up eventually. It's helpless while it's lying down, though. There's nothing stopping you from continuing to drive around the Mother Strider, shooting the sensitive orange connections between body and legs. If you can manage to disable all eight legs at once, before the Mother Drone can regenerate enough to get up, you'll earn another secret medal!

To aid with this, be ready to attempt it right when you knock her down normally. As the Mother Strider falls, drive in one direction or the other, using her shadow as a guideline. Drive along the edge of her shadow and use the motion controls to aim sharply upward, so you can drive around her but fire upward at the leg joints as they rotate into view. You'll need to boost sometimes while driving to make it; if you have bombs left, using them helps expedite a few leg joints. When you're successful, you unlock the medal right away. If you just barely miss, allowing her to get up before they're all broken at once, you have to start over.

MISSION ACCOMPLISHED

To acquire the Mission Accomplished medal, you must totally squash the Strider den, exterminating all of the Crab Tank Striders along with the Mother Strider. You'll probably unlock this naturally when you also attempt to assemble all three super gold rings, which are hidden away inside three different Crab Tanks. If you're having trouble tracking down missing super gold rings, or if you just want to make sure you've cleared all Striders for this medal, transform to Gravmaster mode and fly slow circles, scanning the valley. Crab Tanks stand out against the wintry background.

⊕ : View controls
Enemy shield analyzed.

GRAVMASTER ON TITANIA

With Fichina completed, the Gravmaster is now available for use in other missions involving the Landmaster. If you return to Titania, you can find a whole new exit to the stage using the Gravmaster to approach Andross's teleporter…

Fortuna - Dangerous Skies

Introduction

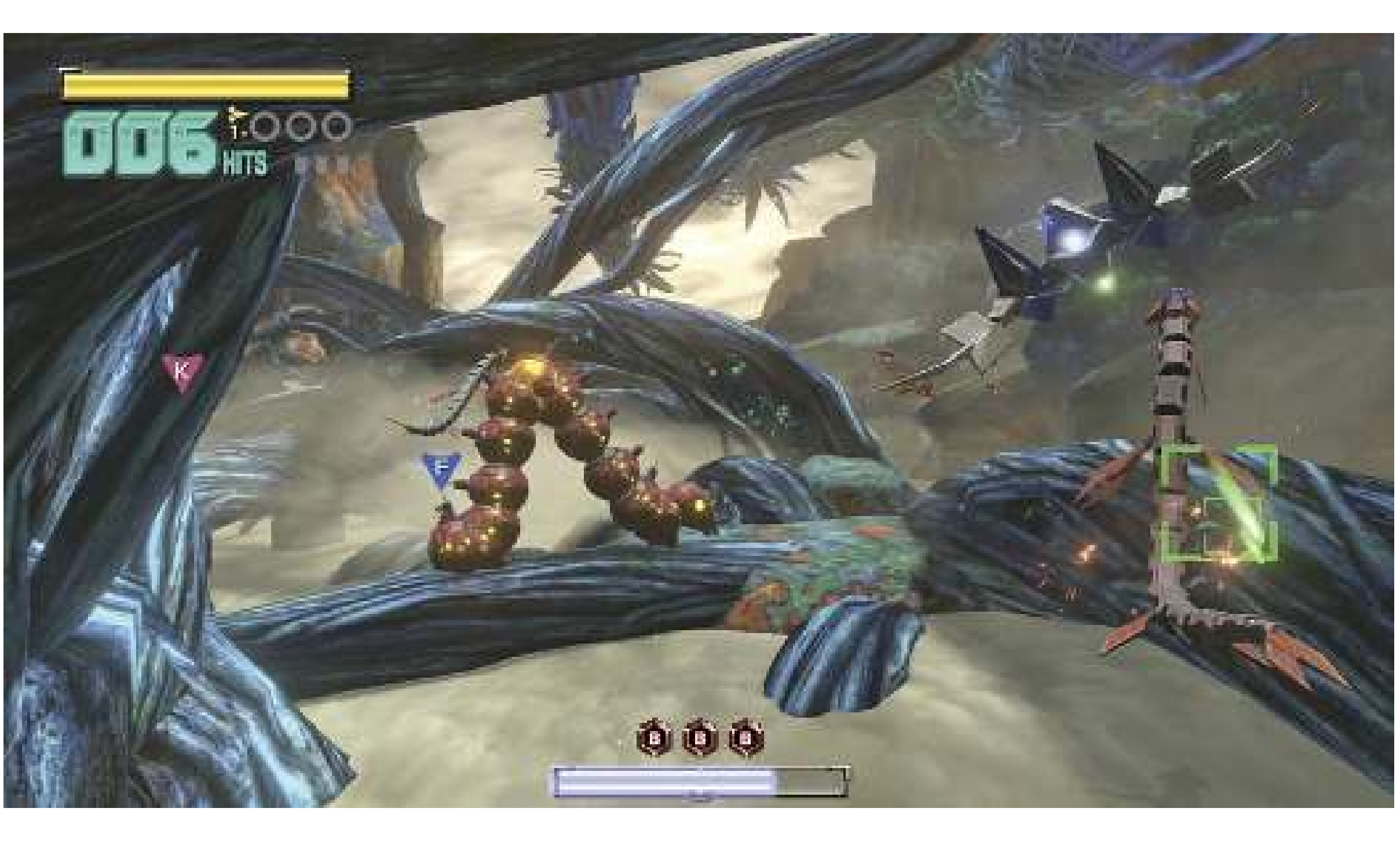
Star Fox is so strong that the combined forces of Andross and Star Wolf weren’t enough to knock them off-mission. Star Wolf tried to shoot down Peppy and divert the whole team to Titania and beyond, but he failed. Now they’re able to push on through a huge shortcut, heading to Sector Ω via the ancient planet of Fortuna. Even Katt’s tagging along, after escaping from Zoness with Fox and reuniting with everyone. Andross is apparently working on diabolical bioweapons here, which is all the reason Star Fox needs to take a look before moving on.

Primordial Planet
Fortuna
Dangerous Skies

Fortuna - Dangerous Skies

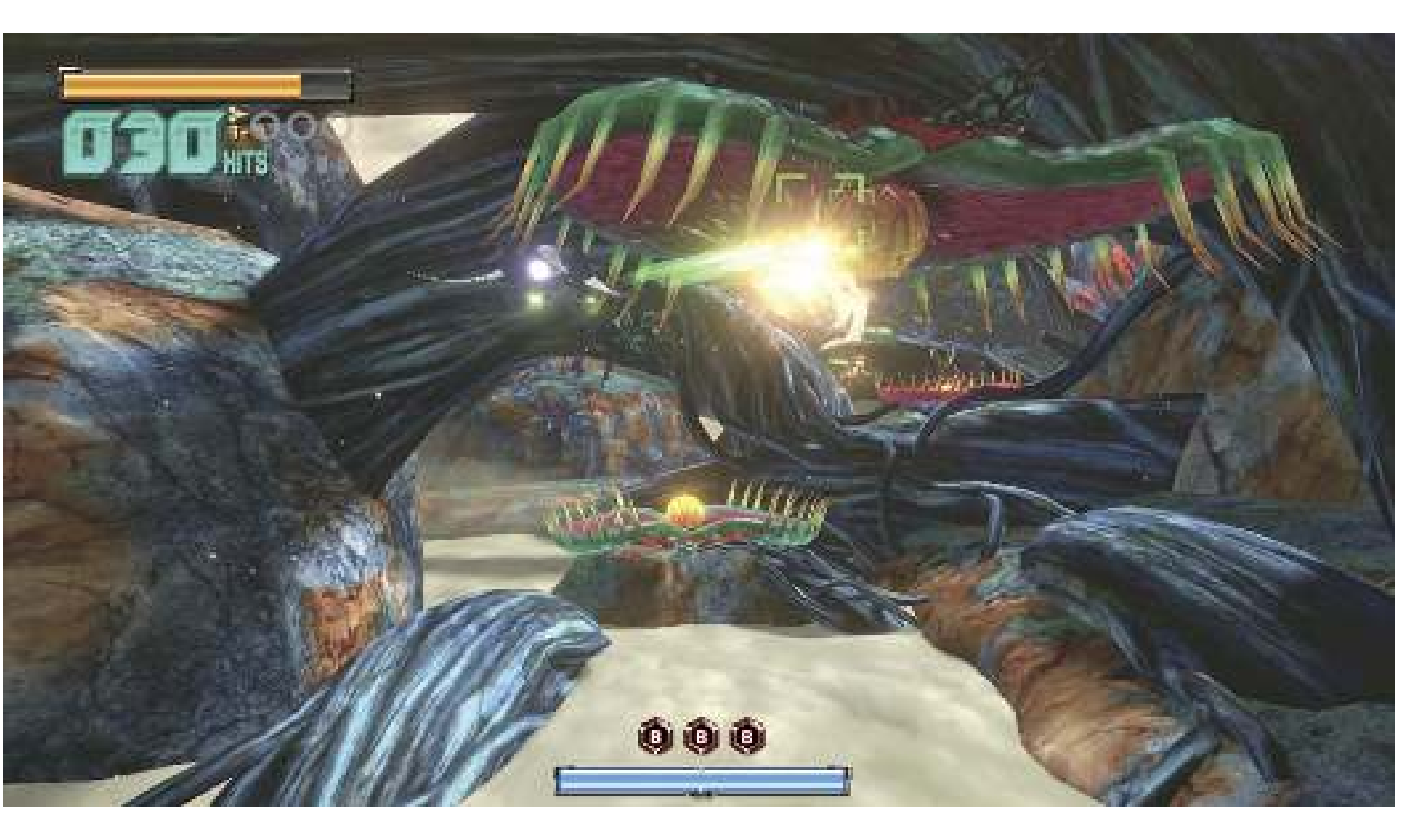
Phase 1: Follow the Giant Shadow

1 This lush place is overgrown with foliage and long vines that extend across the path, forcing you to constantly check your trajectory—you will often need to compensate, diving under or flying over upcoming vines and other obstacles. A variety of life forms are found here that you won't see anywhere else, so your first expedition here will be quite the learning experience.

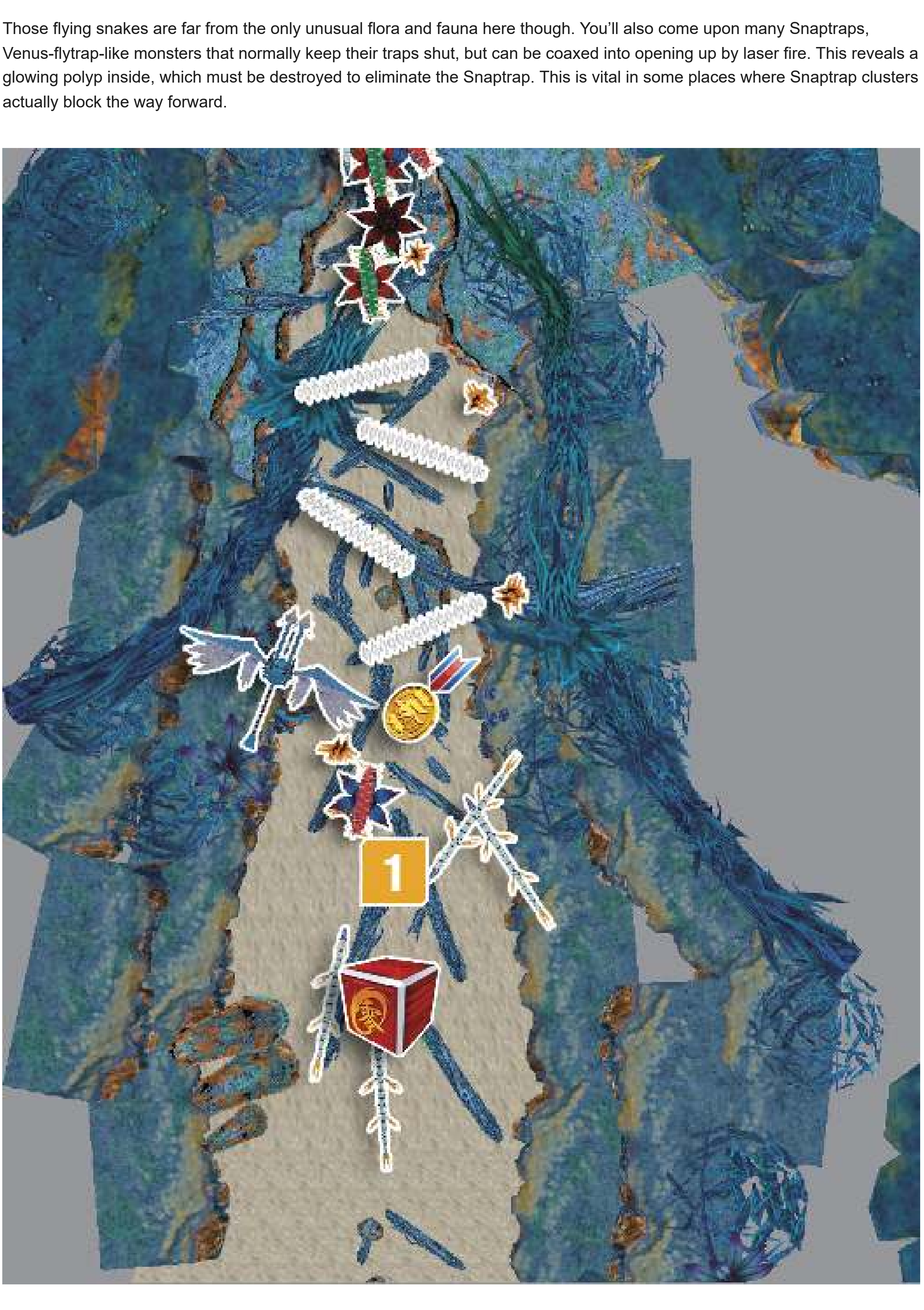


Right from the beginning, you get acquainted with Salamanders, which are like big flying snakes (or small flying dragons). You'll be naturally inclined to shoot their heads, but that's a mistake, because they're hard-headed, and this causes them to flail wildly, making aiming difficult. Instead, aim at the tails. A Salamander's tail segment is extremely vulnerable, so much so that a single charge shot destroys a Salamander if it strikes on the tip of its tail.

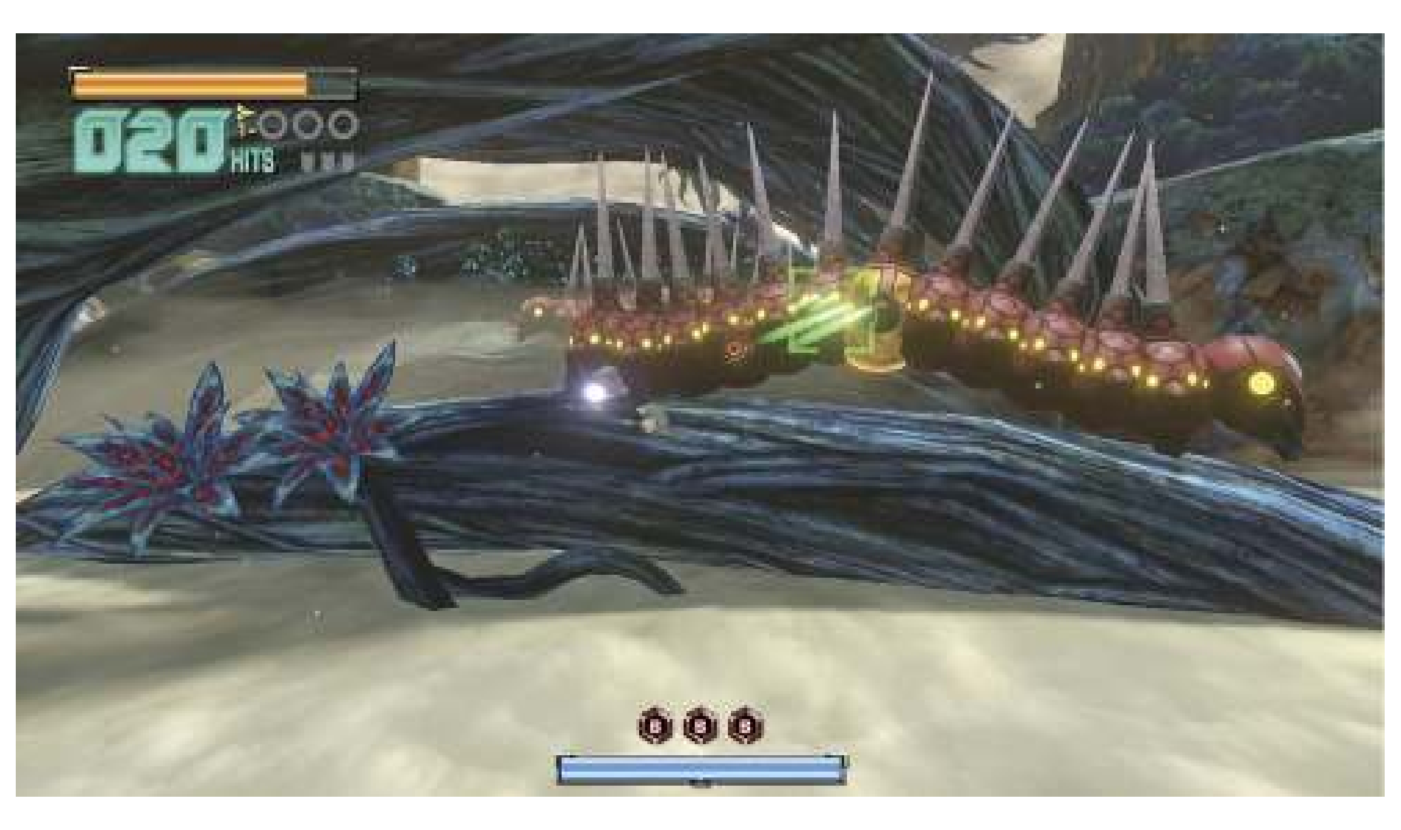
The best way to target Salamanders is a little unorthodox then, compared to other targets: you'll want to build up a charge shot, but then avoid dragging your aiming reticle over a Salamander's head. Instead, give their fore bodies wide berth with aim, and swing around to the ends of their tails. This drastically simplifies that Salamander hassle, once you've gotten used to it.

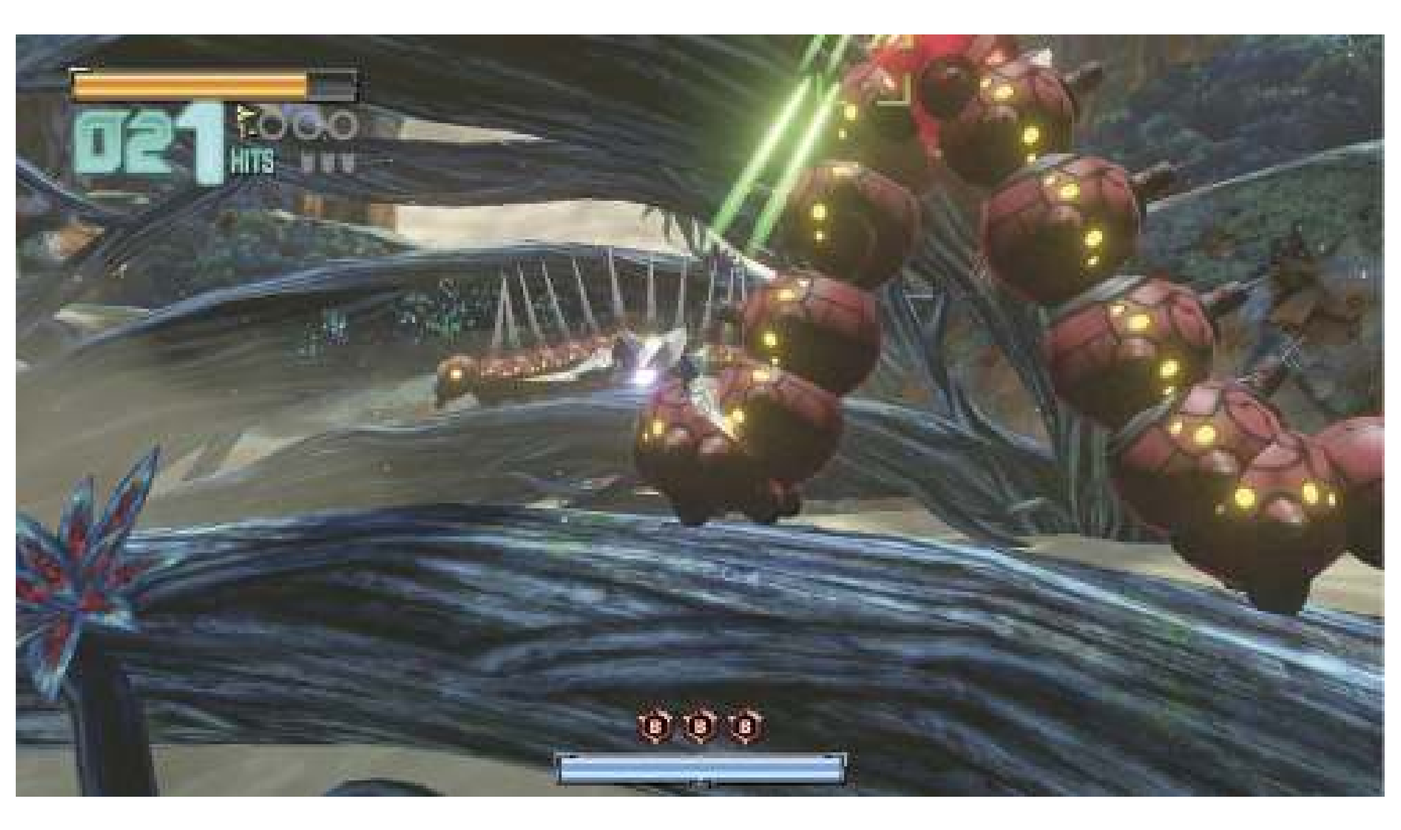


Those flying snakes are far from the only unusual flora and fauna here though. You'll also come upon many Snaptraps, Venus-flytrap-like monsters that normally keep their traps shut, but can be coaxed into opening up by laser fire. This reveals a glowing polyp inside, which must be destroyed to eliminate the Snaptrap. This is vital in some places where Snaptrap clusters actually block the way forward.

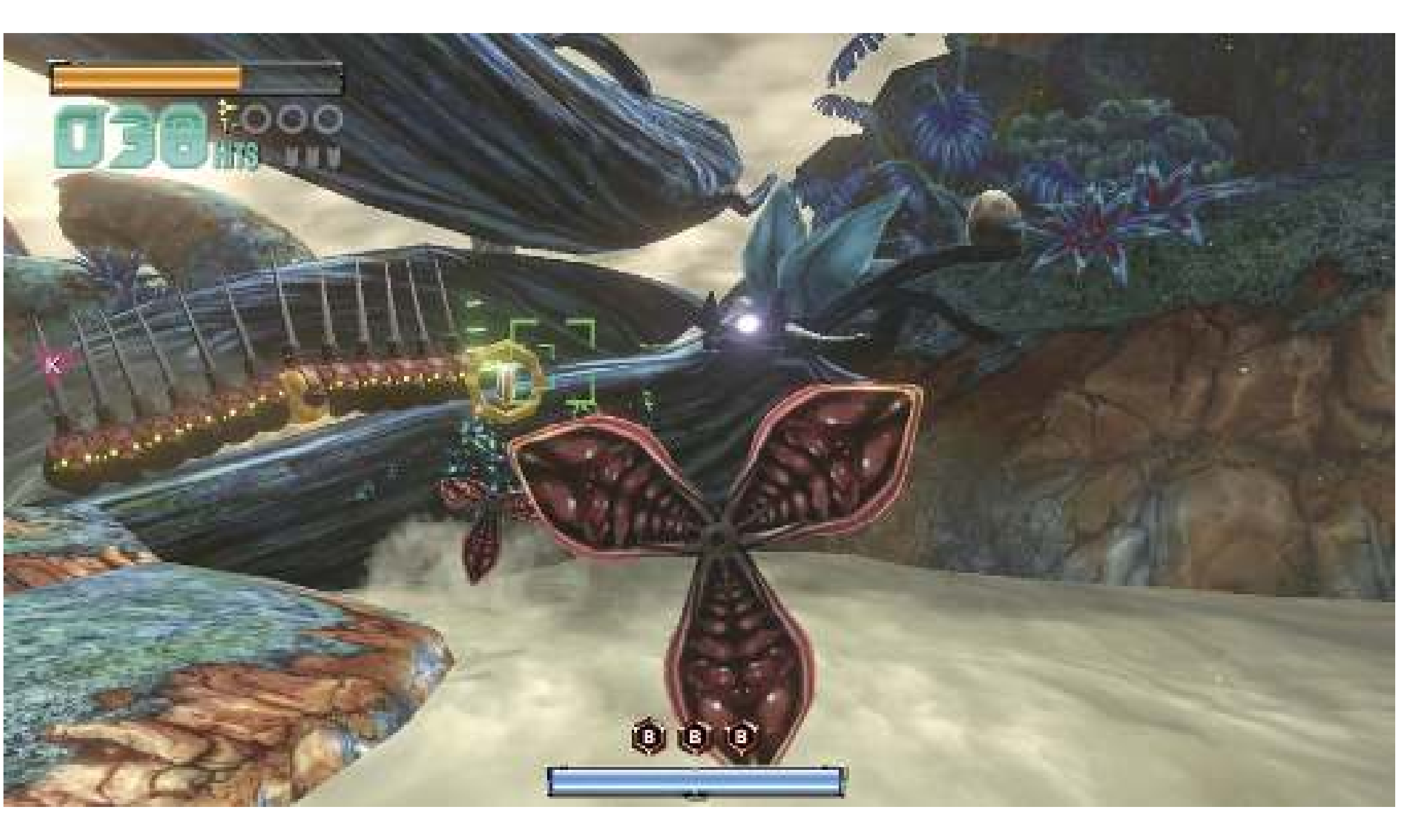


Snaptraps also frequently contain power-ups, making them worth squashing regardless. If you ever want to speed up the weeding process, just bomb them. Their exterior won't hold back the splash damage from destroying their vulnerable core inside. This can be especially helpful where several Snaptraps are situated together, making it hard to force them all open before you pass by.





The other most noteworthy local critter is the Flinchworm. These usually stretch across an expanse, like a vine that crosses your path. In the middle of their bodies, they have a segment that's colored differently. Damage that segment enough and the Flinchworm, true to its name, will "stand up" on its head and tail and stretch the vulnerable segment far upward. This creates a gap an Arwing can fit through, and it often reveals a power-up the Flinchworm was resting on. You can finish a stretched Flinchworm off by continuing to shoot the vulnerable segment, earning some hit score and clearing the path entirely.



There are also other creatures you've already encountered mixed in with those exclusive to Fortuna, like Redbirds and Zoness Sharks (perhaps more accurately called Fortuna Sharks here).

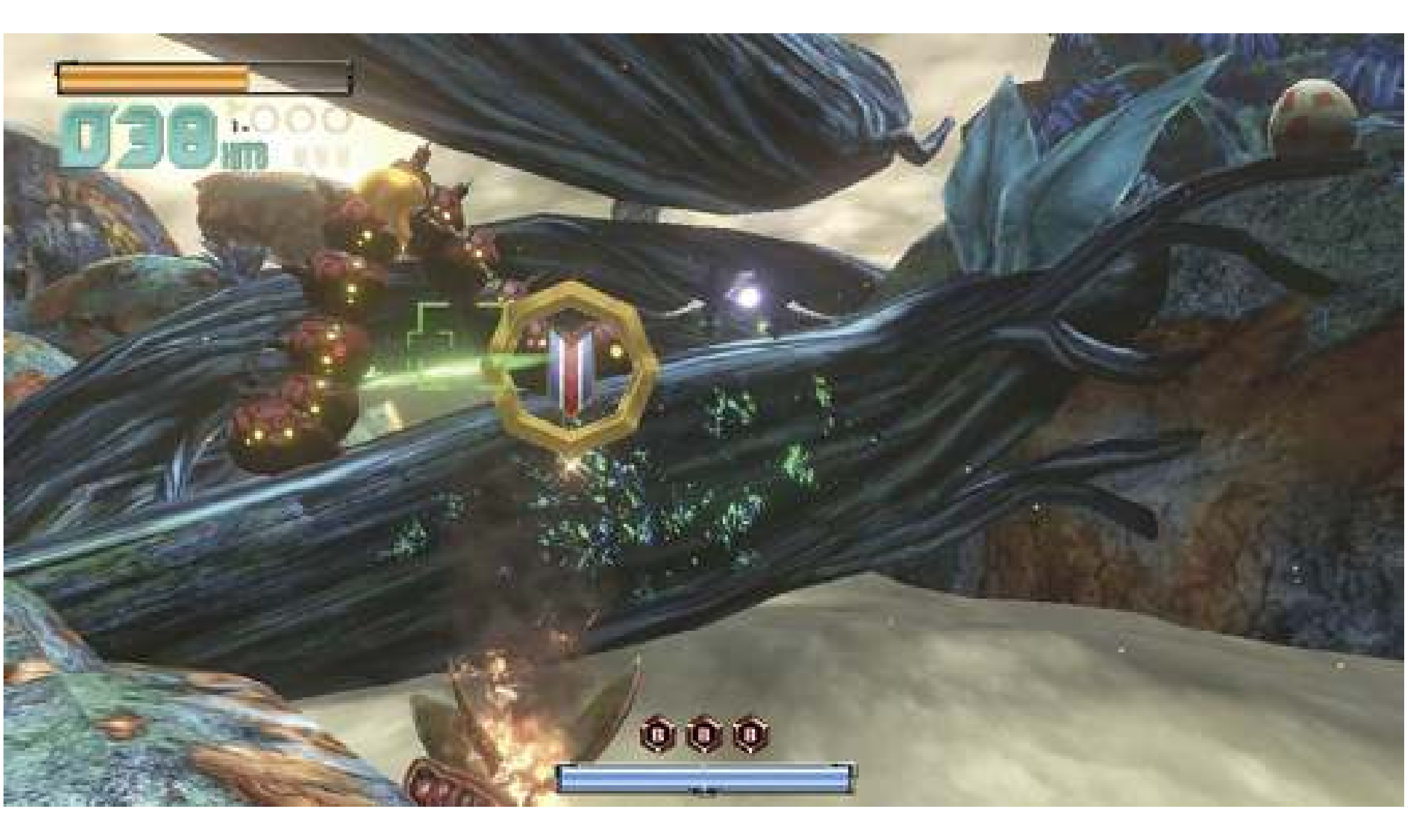
SALAMANDER SPOILS

Very shortly into the stage, above one of the vines that stretches overhead slightly to the right side of the path, a medal will spontaneously appear above when a Salamander wriggles its own loop around the vine. Follow its lead and somersault up and back over the vine to scoop up the medal before passing it.

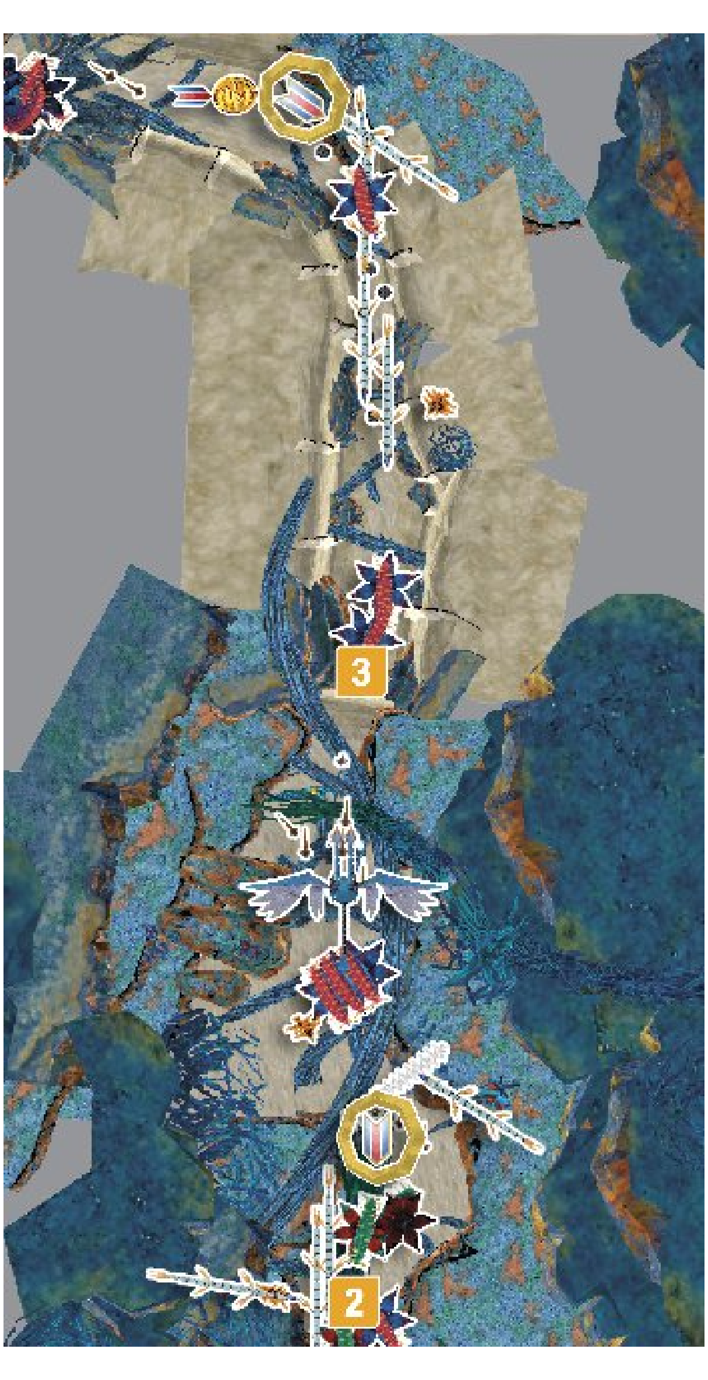
SNAPTRAP EXTERMINATION

Fortuna's Mission Accomplished medal is earned by destroying all of the Snaptraps throughout the stage.

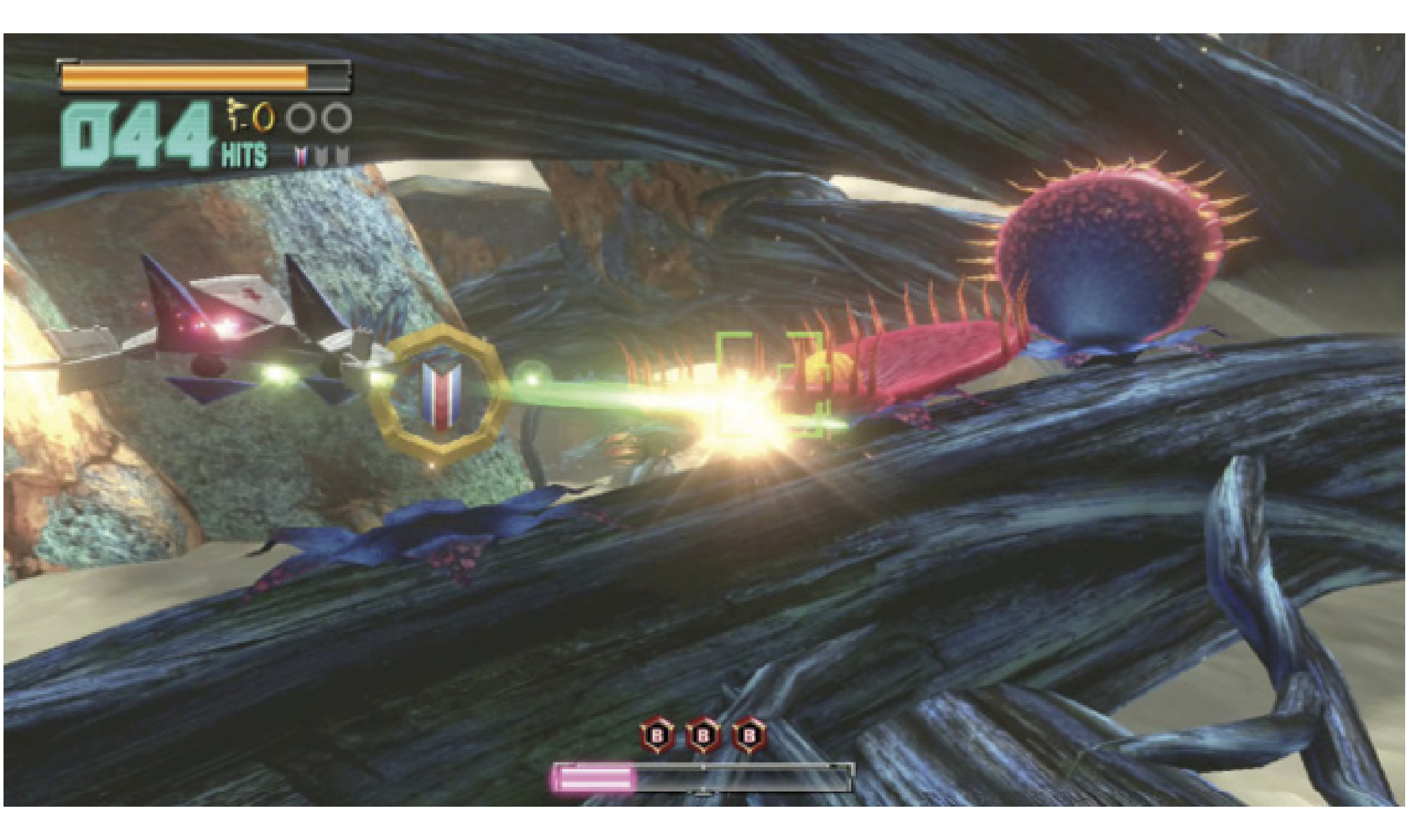
2 Katt is here to flirt playfully with Fox, seriously with Falco, and to lend her ship to the campaign. She gets herself into a little trouble after a bit in this initial vine corridor though, and she'll cry for help.



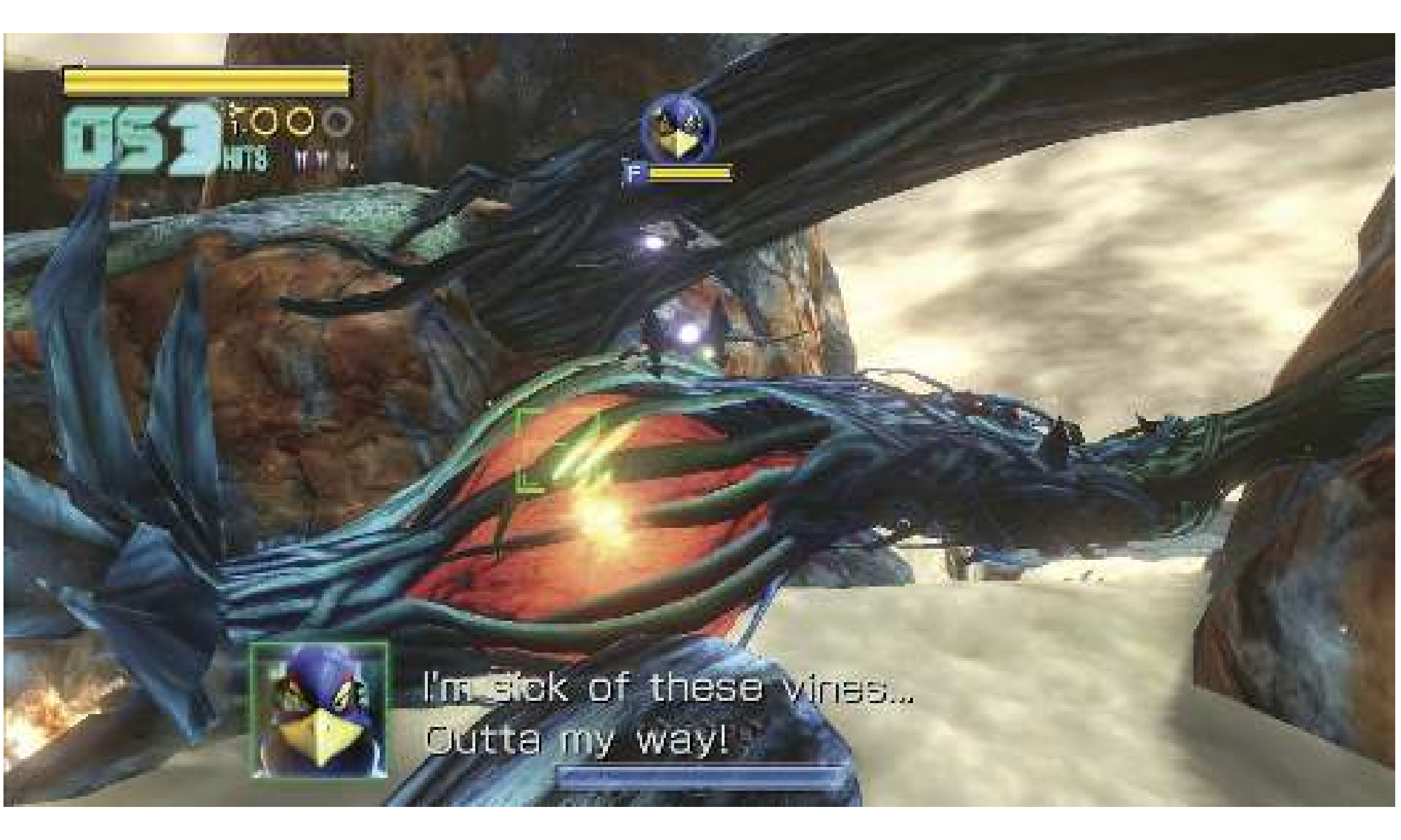
Her assailants are local fiery Redbirds; take out all three quickly enough, and Katt leaves behind the first of three super gold rings as a reward! Katt drops the super gold ring off just before a small vine containing a couple Snaptraps. Blast your way through them while collecting it and keep an eye ahead. The next cross-path vine has three Snaptraps equidistant from each other in a line. Unless you fully depress the brake to minimize speed and take careful aim to destroy all three, it's unlikely that you can take them all out passing at normal speed.



The far left Snaptrap contains another super gold ring, while the rightmost Snaptrap has a laser upgrade! This is one place where bombing the Snaptraps is appealing since it just gets the loot exposure over with and you can focus on flying slowly left-to-right to pick up the drops.

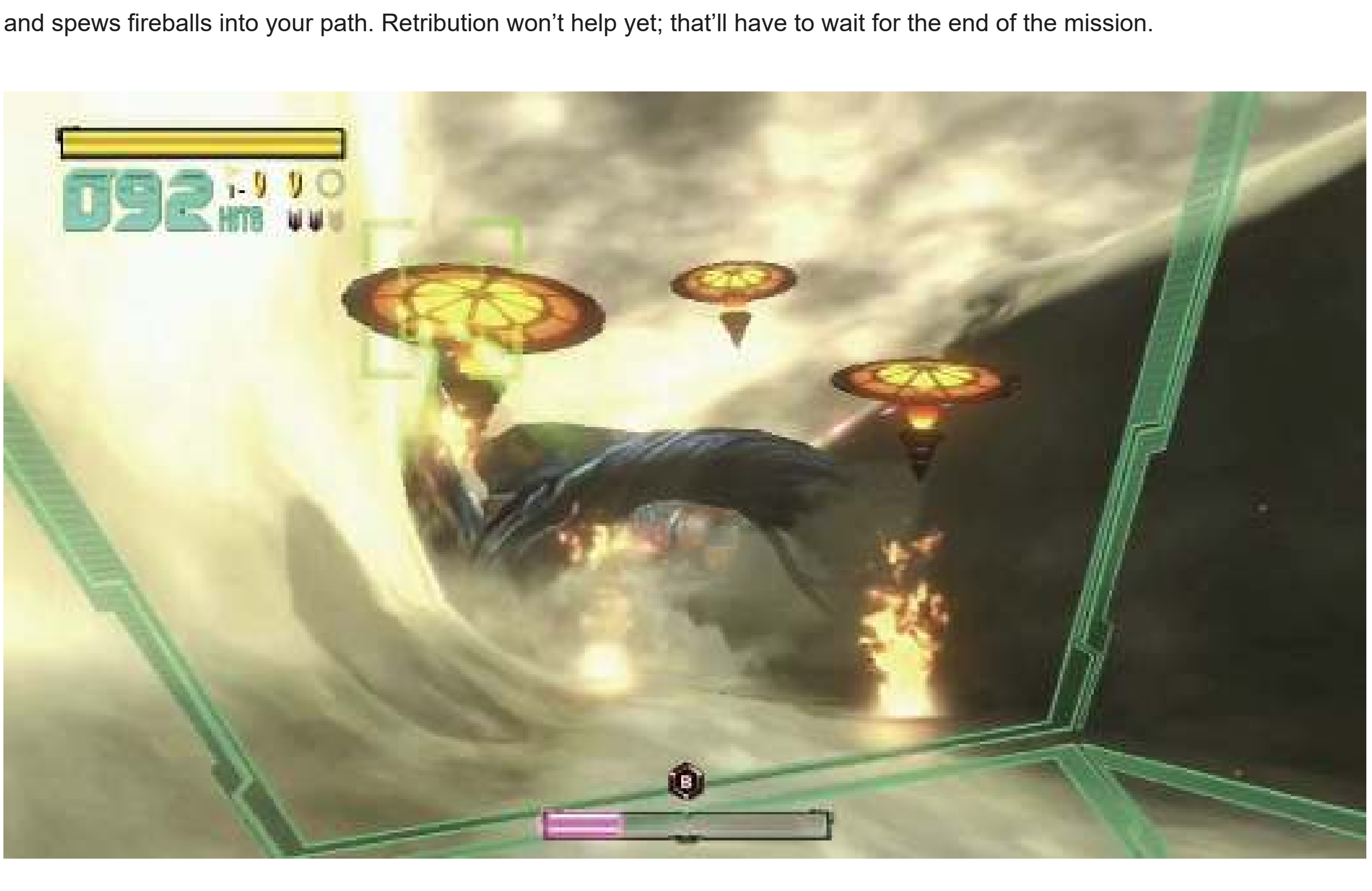


3 The path here drops just after you cut through some enormous vines by blasting the weak point in the middle. Fox and Falco dive down beyond the severed vines as an enormous creature passes overhead. Once you've completed every main Story Mode mission, along with Fortuna itself, you'll run into a little surprise here, so remember to return when you've been more thorough…



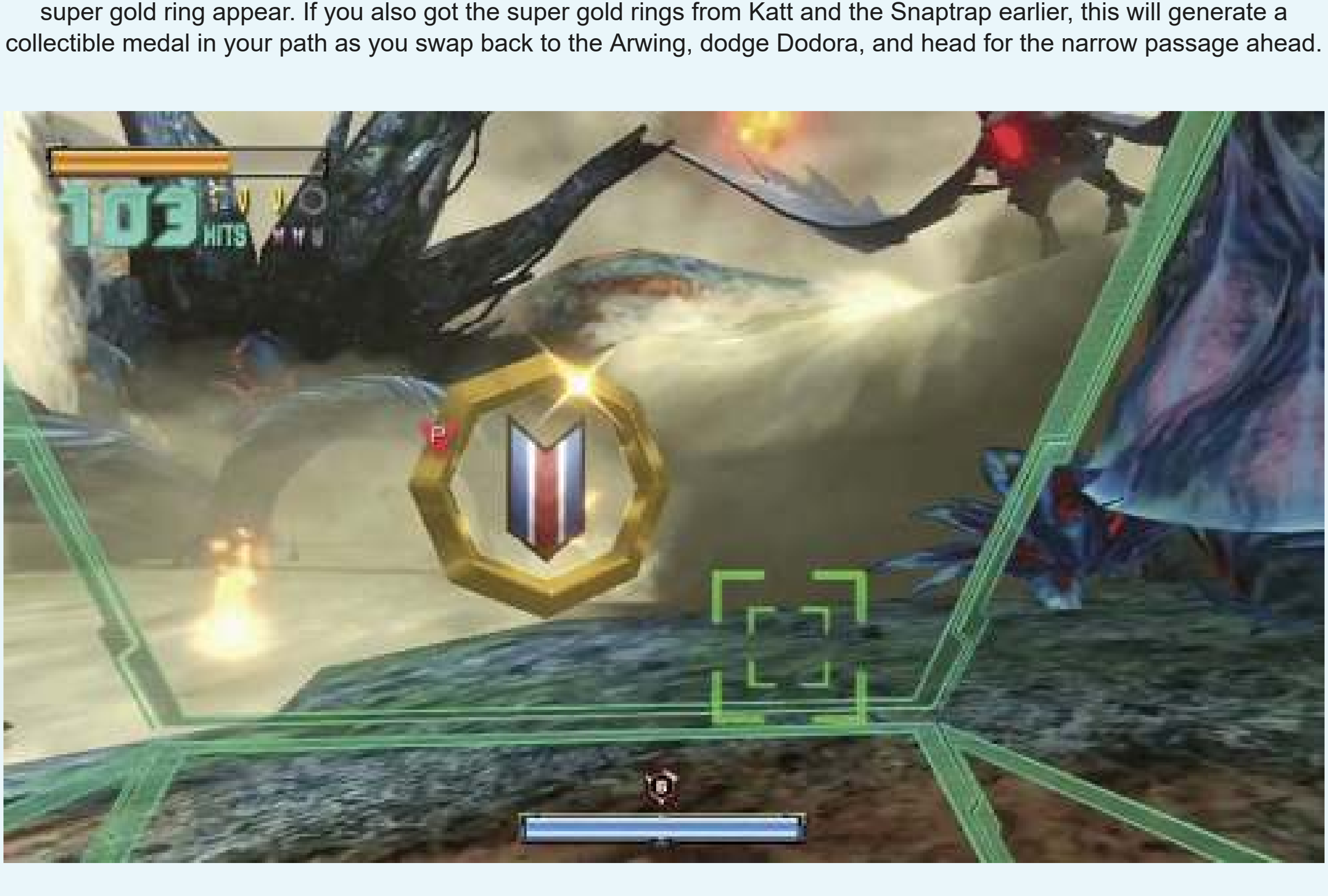
Continue down the path, and another Fortuna local shows up, the Dolphin. These strange beings are usually closed up like two hats pressed together, but they'll open to expose their glowing interiors and to take shots at passersby. Because they can cover up entirely, Dolphins require great aim and attention to take down; it's just as likely that you simply end up flying past many of them.

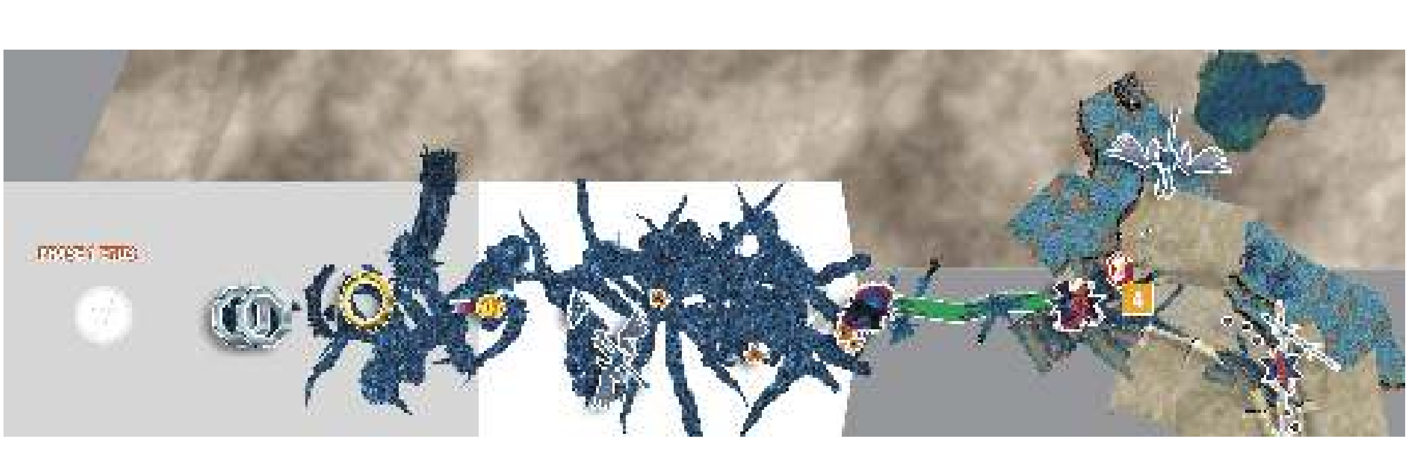
As the path twists left after this low straight, the giant flier shows up again to take a look at your crew. It hovers off to the side and spews fireballs into your path. Retribution won't help yet; that'll have to wait for the end of the mission.



MEDAL-WINNING STROLL

On the way to this turn, where the Monarch Dodora sets up a fireball post, take a look at the conspicuous stretch of regular ground to the right. This stage is mostly drops into wispy, airy nothing, so terra firma is unusual. Use the opportunities to stretch the Walker's legs by transforming from Arwing form and landing here. (Note the breakable Dodora Egg, while you're at it.) Of course, at the end of the small landmass, you must transform back and take to the air again, but that's not the point. The point is that a little walk here is just what's needed to make the third and final super gold ring appear. If you also got the super gold rings from Katt and the Snaptrap earlier, this will generate a collectible medal in your path as you swap back to the Arwing, dodge Dodora, and head for the narrow passage ahead.





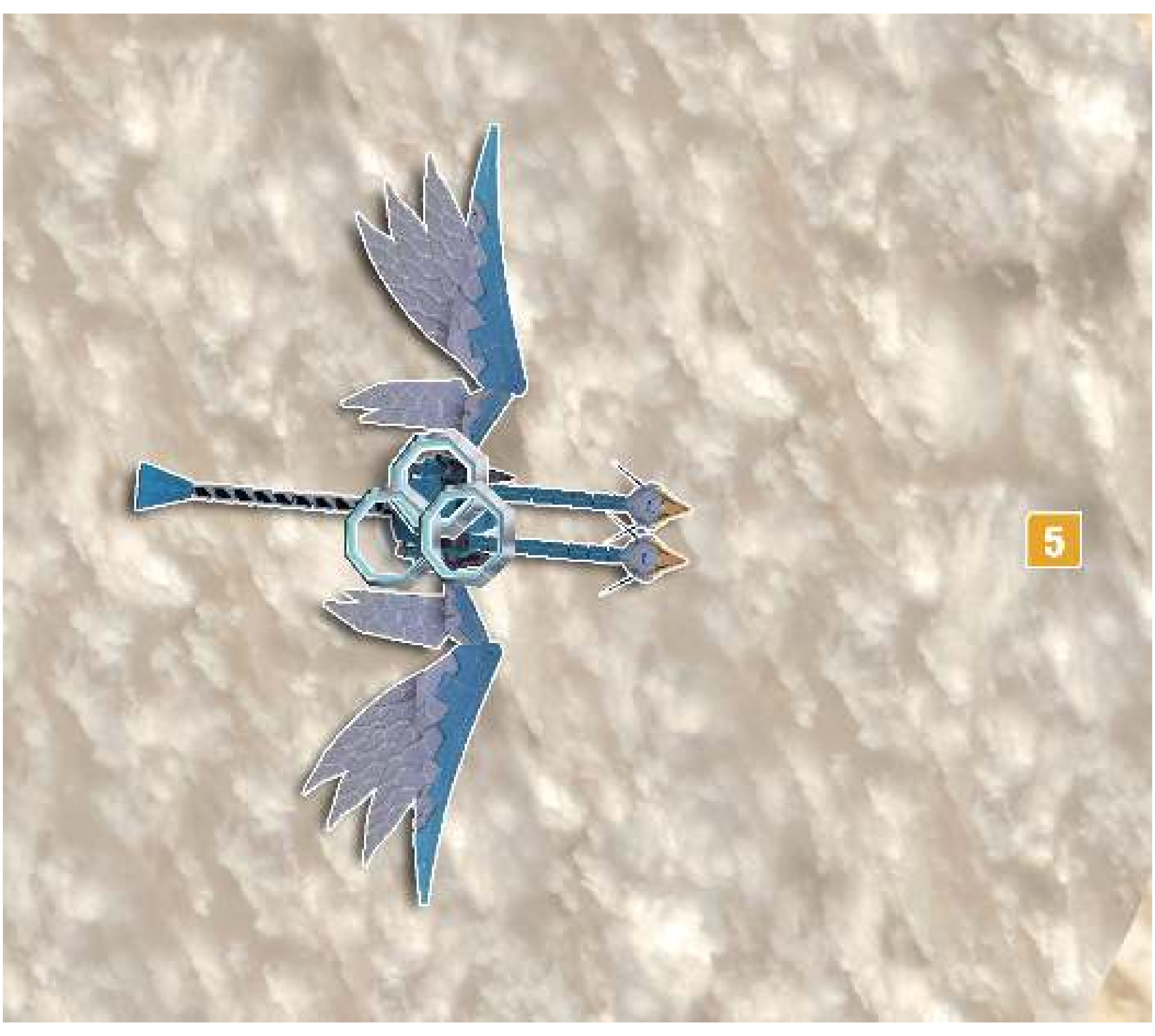
4 Snaptraps block the next passage top to bottom, so you must shoot them to coax them all open, or bomb the group to simplify things.

Through the twisting passage ahead, Snaptraps and huge vines block the way in places, making you blast your way through. When the path opens up again, you're in a brief stretch of huge tangled vines and branches.

Thread the foliage while taking out groups of Redbirds here. When a group of Bluebirds approaches, the giant shadow will pass overhead, tearing up big branches. Some of these spiral slowly into your path, forcing you to evade them. A medal appears if you lock onto and land a charge shot against one of Dodora's weak spots on its torso as it flies by. Locking onto the tail doesn't produce the medal. In only a few more seconds, you'll meet the giant face-to-faces.

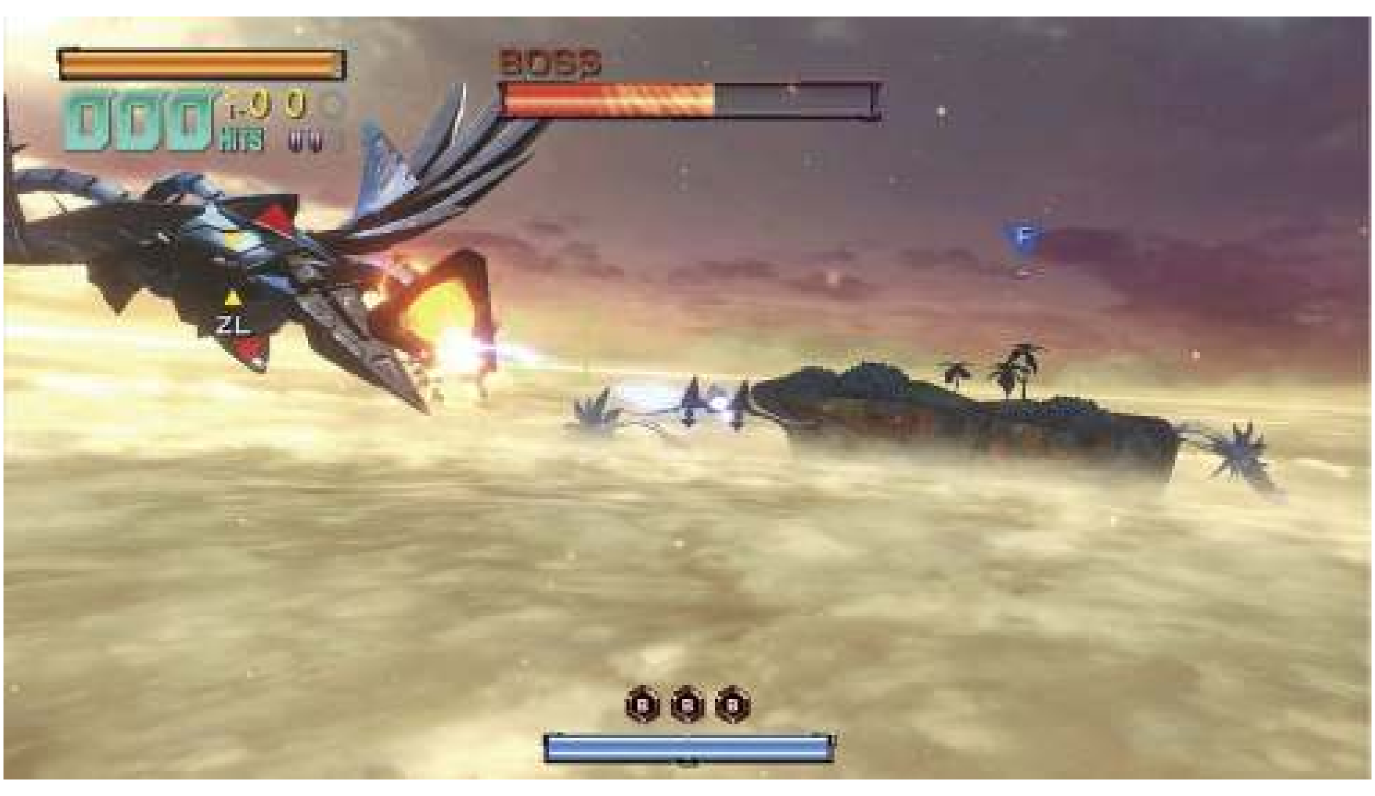
Fortuna - Dangerous Skies

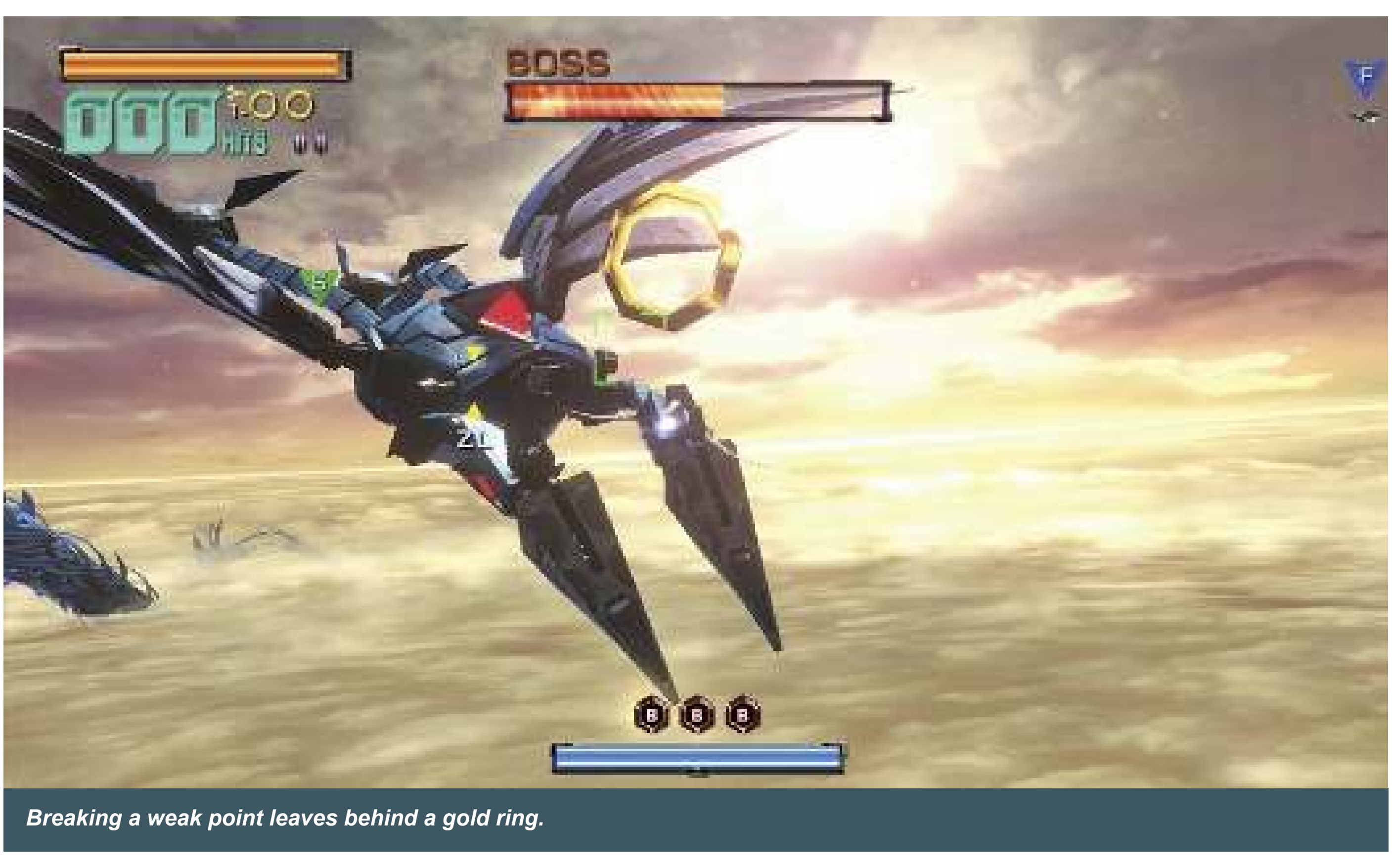
Phase 2: The Monarch Descends



5 The Monarch Dodora faces you in a wide-open aerie with a big pedestal in the middle. At first, it perches on the pedestal and launches fireballs at you. But with damage to one of its weak spots (on its chest, or on its tail), you can force it off and into the air.

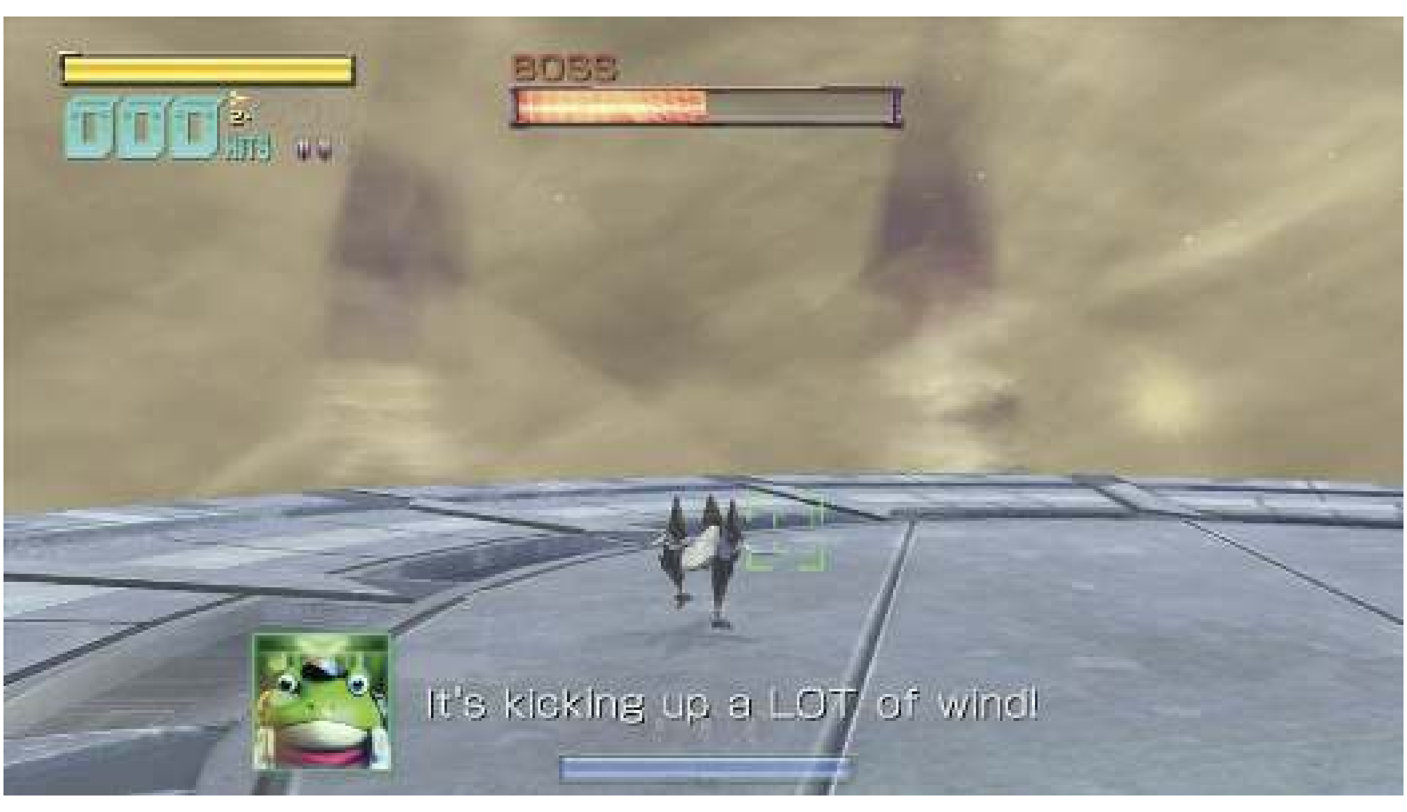
Ancient Mechanical Raptor
Monarch Dodora

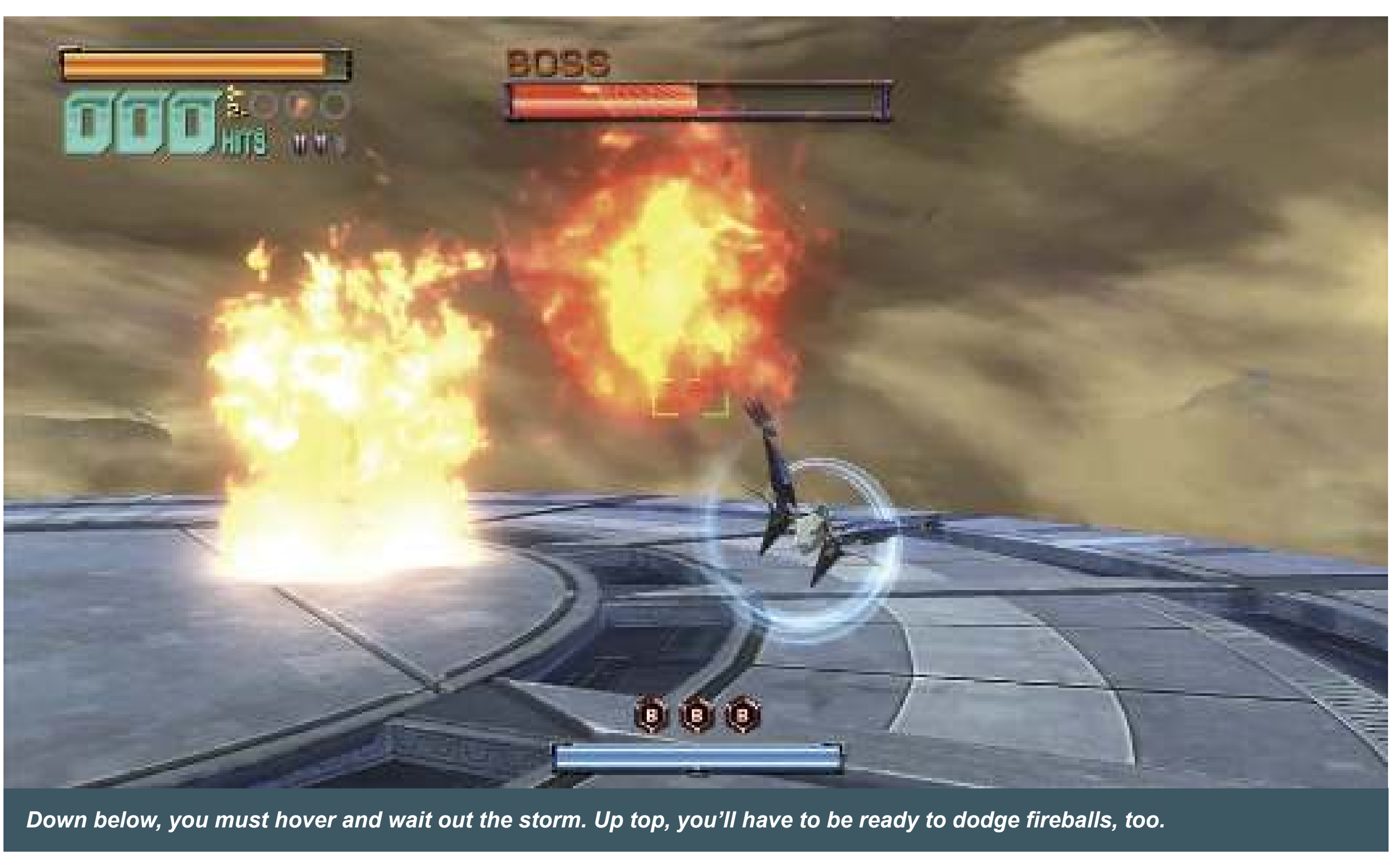




Breaking a weak point leaves behind a gold ring.

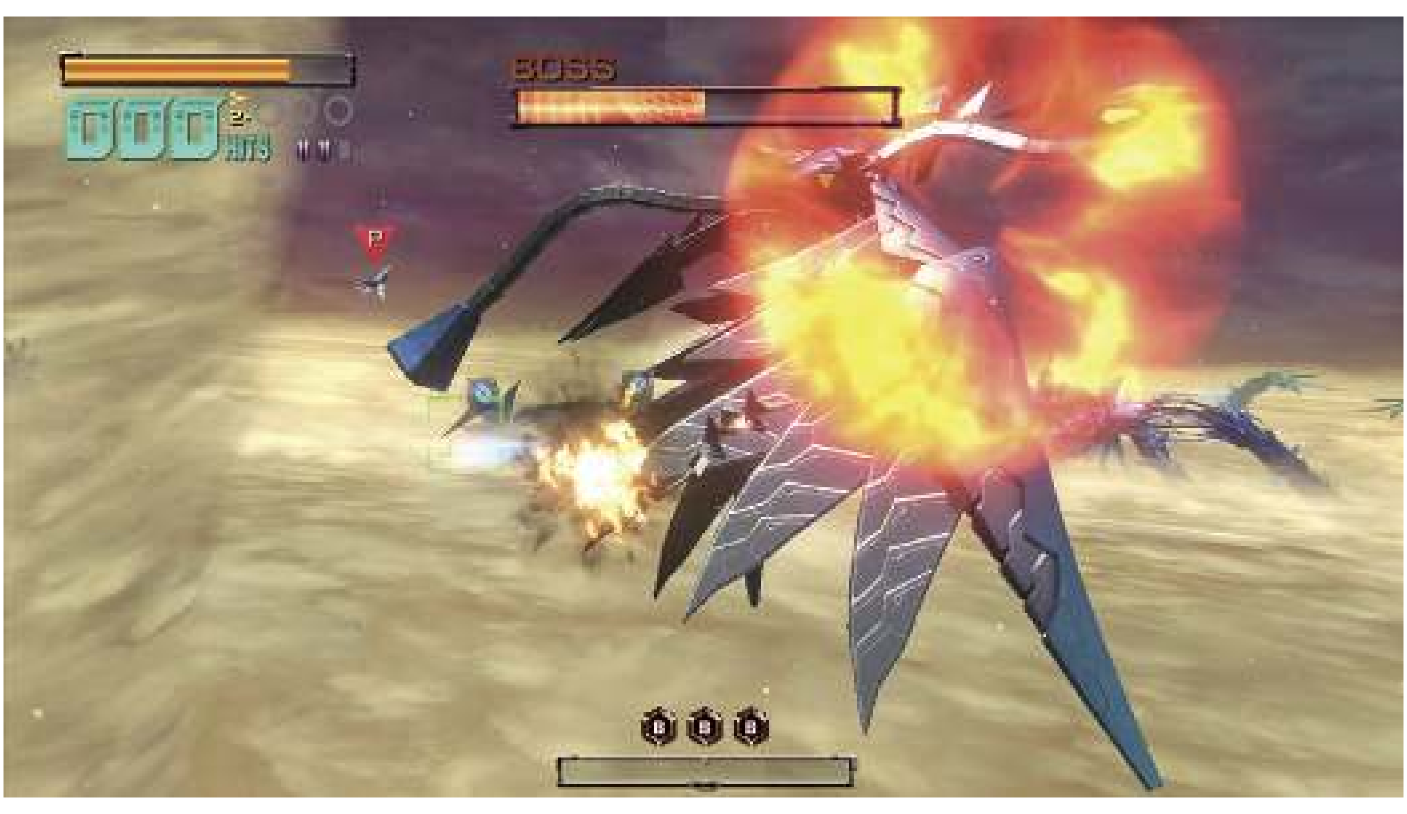
Monarch Dodora is a big creature, and you don't want to be in front of it while it flaps forward. If it's coming at you, descend quickly and be ready to pull back up and turn to follow it. Once you're tailing this bird king, you can unload your lasers on its long tail and the weak points around its tail on its body. With enough concentrated fire, you can destroy these weak points, which will make Monarch Dodora shriek and descend into the air below. Presumably, it's flapping up a storm down there because big tornadoes rise up and spin everywhere around the pedestal.



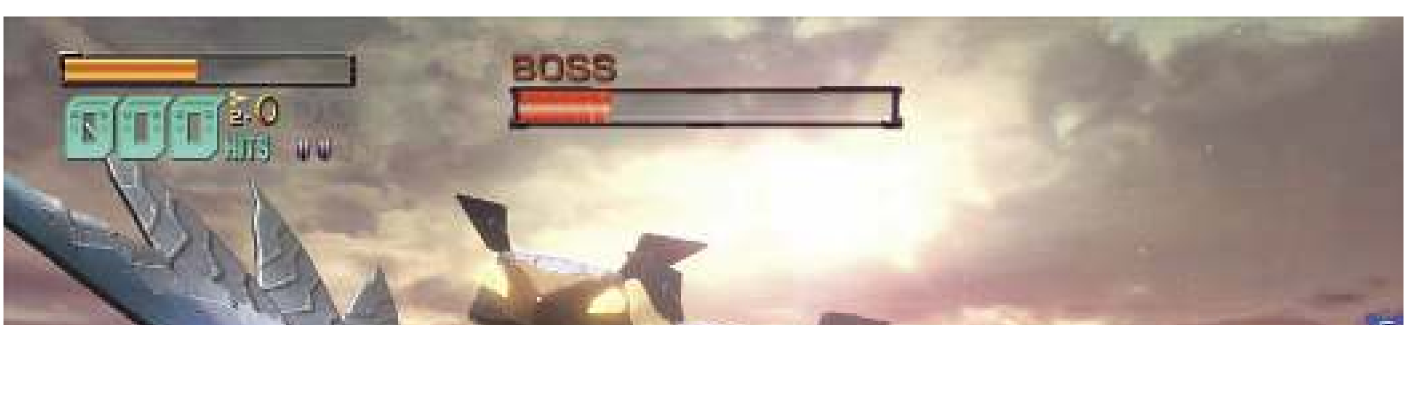


Down below, you must hover and wait out the storm. Up top, you'll have to be ready to dodge fireballs, too.

When Dodora is whipping up a nasty storm, there are two safe places to be: above the pedestal, or below it. Everywhere else is buffeted by heavy winds. Under the pedestal, you can switch to Walker form and hover until the storm abates. There are also silver rings down here to replenish shield gauge, which is quite helpful. Above the pedestal is a lot more exposed. You're protected from the tornadoes by the platform, but Monarch Dodora will return and spray the pedestal with fireballs before the windstorm ceases. Be ready to sidestep back and forth in Walker form to dodge projectiles aimed at the pedestal. When the winds die down, take to the air again in Arwing form to avoid the Dodora recapturing its perch. You must knock it off the perch and maneuver behind it again, so you can get an uninterrupted stream of damage on the huge bird.



As the fight progresses, Butterfly Fighters appear in increasing numbers to aid the Monarch. Dispatch them if they're in the way, but keep your eyes on the prize. If you keep moving after the Dodora, the Butterflies likely won't hamper your progress much, and destroying them during the boss fight doesn't contribute to hit score in the end anyway.



Sector Ω - Blasting Through

Introduction

In this furiously-paced forward-scrolling mission, the Star Fox squad is on the cusp of Andross's home base. All that stands in the way are churning fields of space debris, all kinds of devious traps, and who knows what else, all leading to what's presumed to be a portal to Venom.

Space Graveyard
Sector Ω
Blasting Through

Sector Ω - Blasting Through

Phase 1: Shortcut to Venom

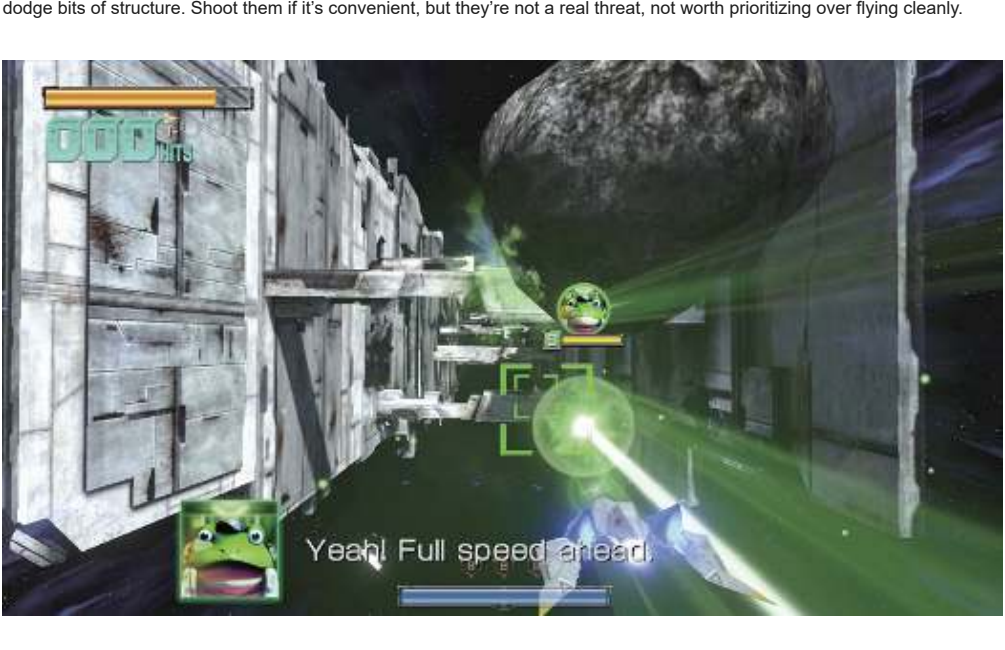
The wings are swept back and the G-Diffusers (the power sources of the Arwings) are set to maximum, putting the Arwings at their operational top speed. The maxed-out G-Diffusers don't just push the engines to the limit, though. The Arwing's laser can be built up to a ready-to-fire charge shot astonishingly fast—so fast that you can rapidly fire charge shot after charge shot ahead of you to help clear the way.

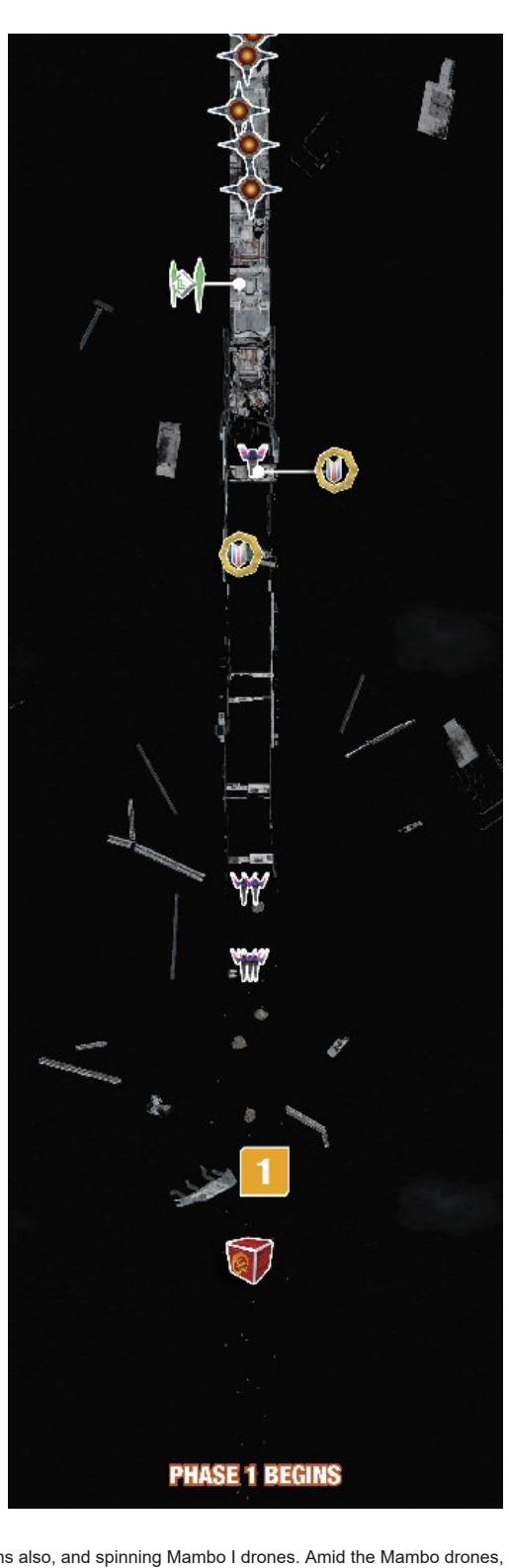
The extreme forward speed does make handling a little unwieldy, as the ship will "slide" around the screen more than you're accustomed to. Be very subtle with stick movements to keep the Arwing's momentum manageable. While there's plenty to shoot at throughout this mission, your aim is not going to be of utmost concern. Staying on track, under control, and not smashing into things while going extremely fast through space are more important. It would be a pity to wreck the Arwings this close to the end.

Turning crisply is hampered by the brake's reduced effectiveness, but it helps to increase resistance by turning hard, tilting the Arwing, and pulling up while braking. As full-throttle as you're traveling, boosting and braking still have a minor effect on speed, which is crucial in some tight spots.

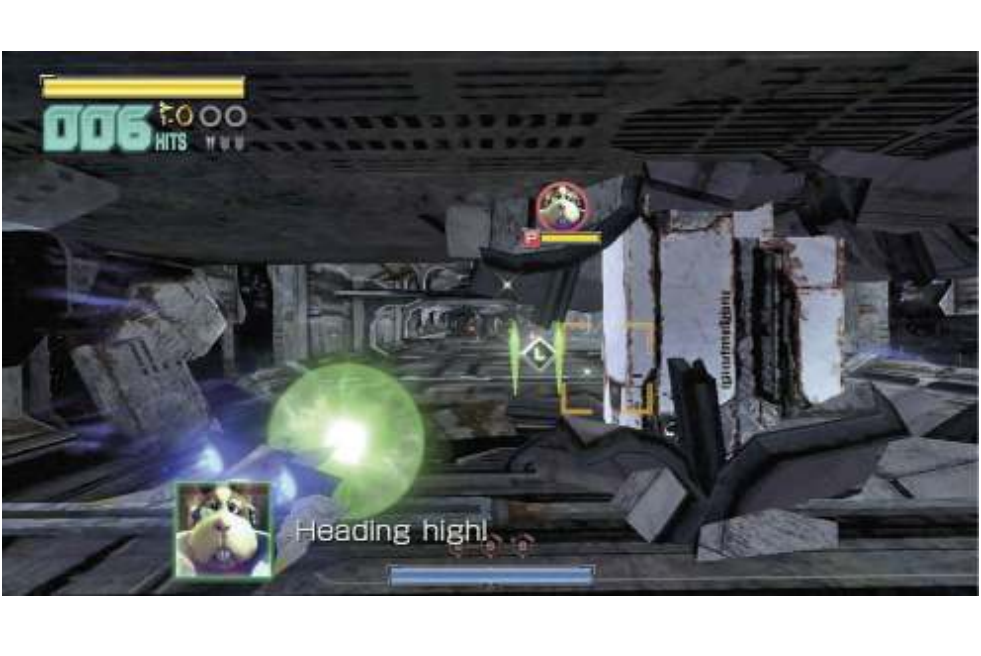
Don't get frustrated if this stage is hard to get used to at first. You must get comfortable skiing across the screen at zany speed. You also need to get used to the position of obstacles. Your jaunt through Sector Ω can almost feel like a racetrack that way.

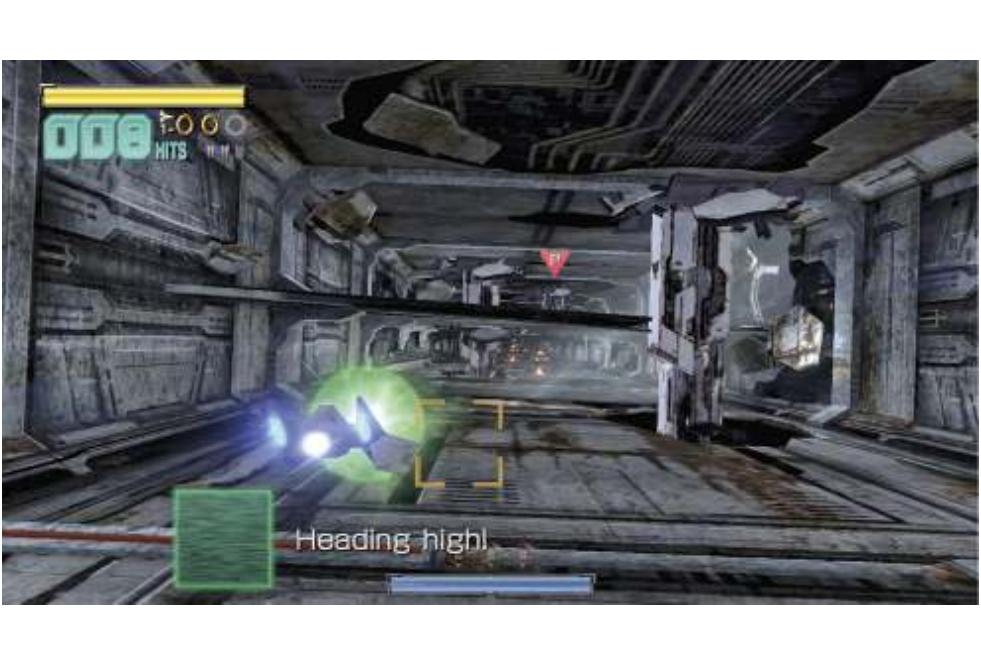
1 During this first section, you traverse an old structure with beams that stick across your flight path both laterally and vertically. Right from the start, you have some asteroids to dodge by flying back and forth. The derelict structure follows, with cross beams that force you to fly carefully above or below them. Enemy Stingers fly by in small groups as you're forced to dodge bits of structure. Shoot them if it's convenient, but they're not a real threat, not worth prioritizing over flying cleanly.





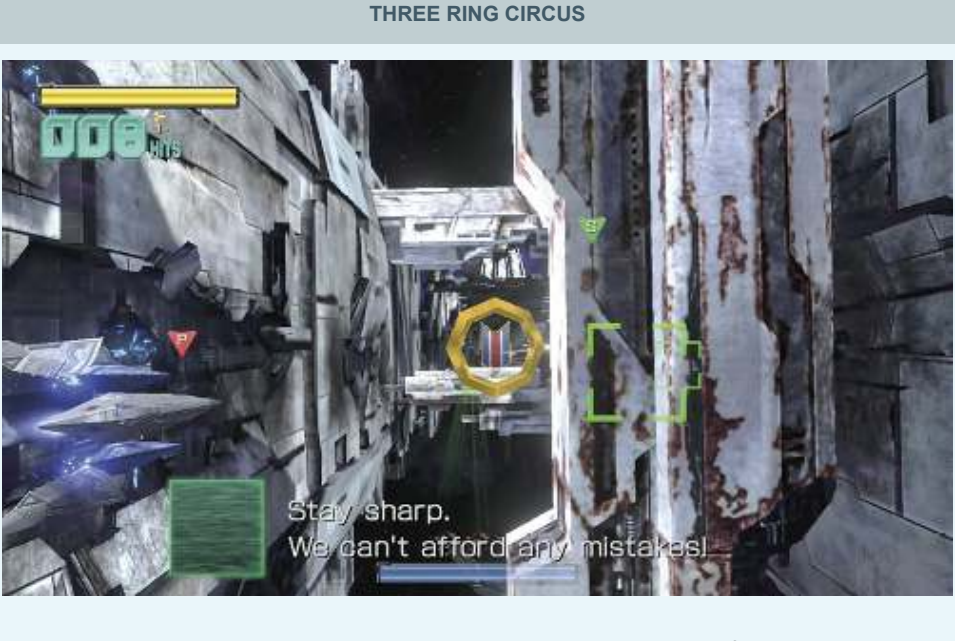
Ahead, there are vertical beams also, and spinning Mambo I drones. Amid the Mambo drones, in the center, you'll be able to pick up a laser upgrade on the way. The path has a tiny split where the laser upgrade rests, as Peppy takes the upper-deck hall here. You can follow him by nosing up through the missing ceiling just after the laser upgrade. You can follow Peppy or stay on the lower floor, but it's worth keeping your friends close.



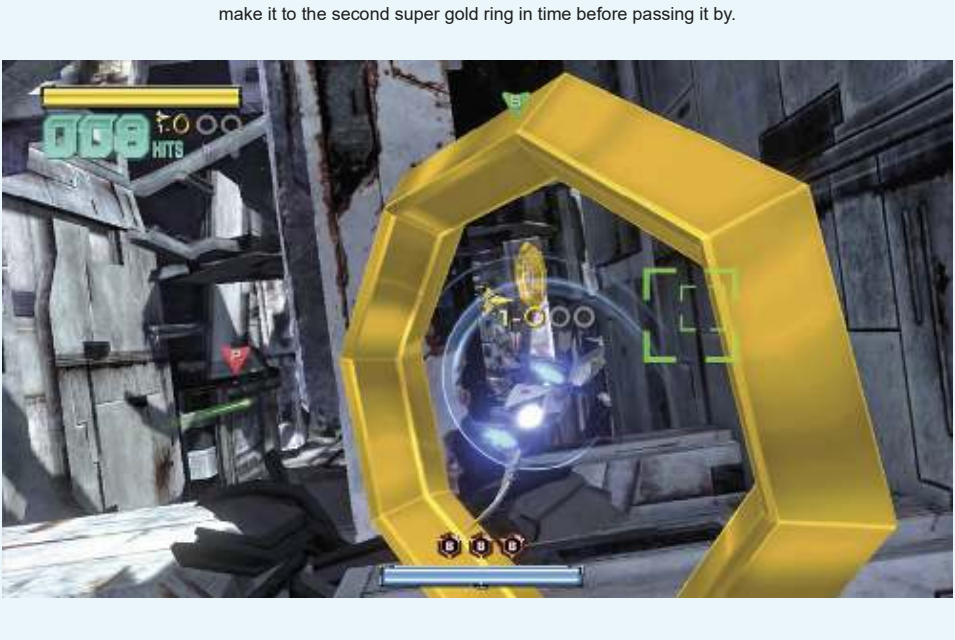


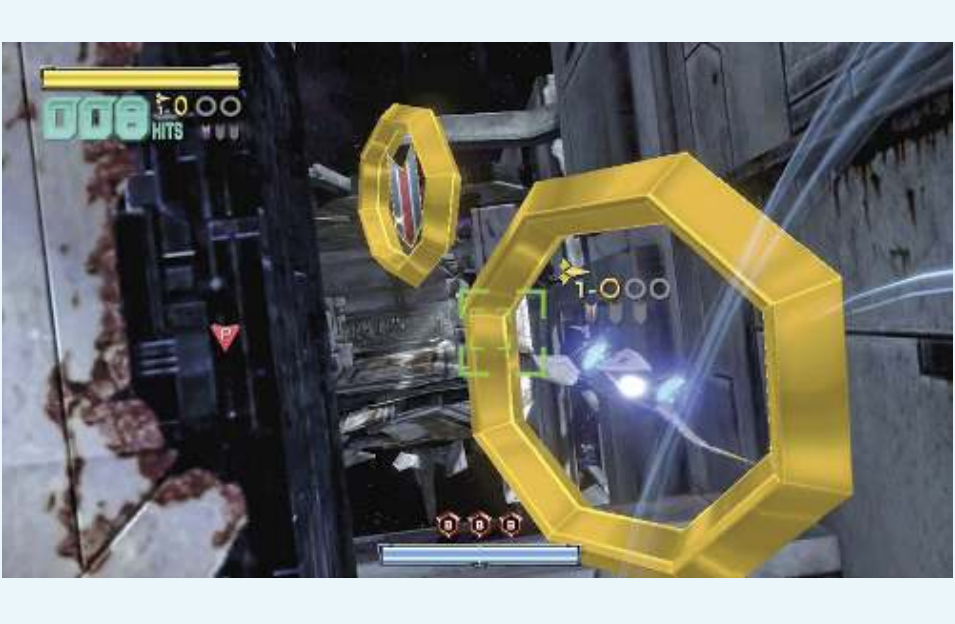
If you take the top route, you can scoop up an extra bomb, while the bottom tier leads to a super gold ring (the last of three, if you picked up two near the beginning with some max-G flying). As you're flying through this section, with Mambo drones here and there, you may as well keep up a stream of laser fire ahead of you, just to make sure you clear out any drones that appear in the way. Things can pop up ahead of you suddenly throughout this cluttered debris field. You'll know when this section is ending, since you fly clean out of this structure and into open space, headed right toward converging asteroids.

THREE RING CIRCUS

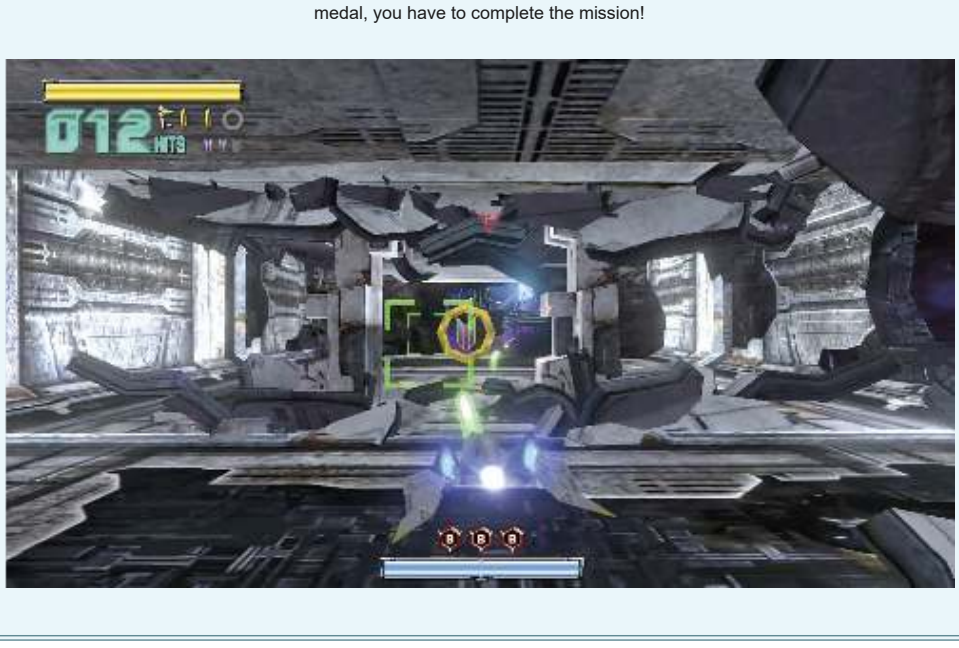


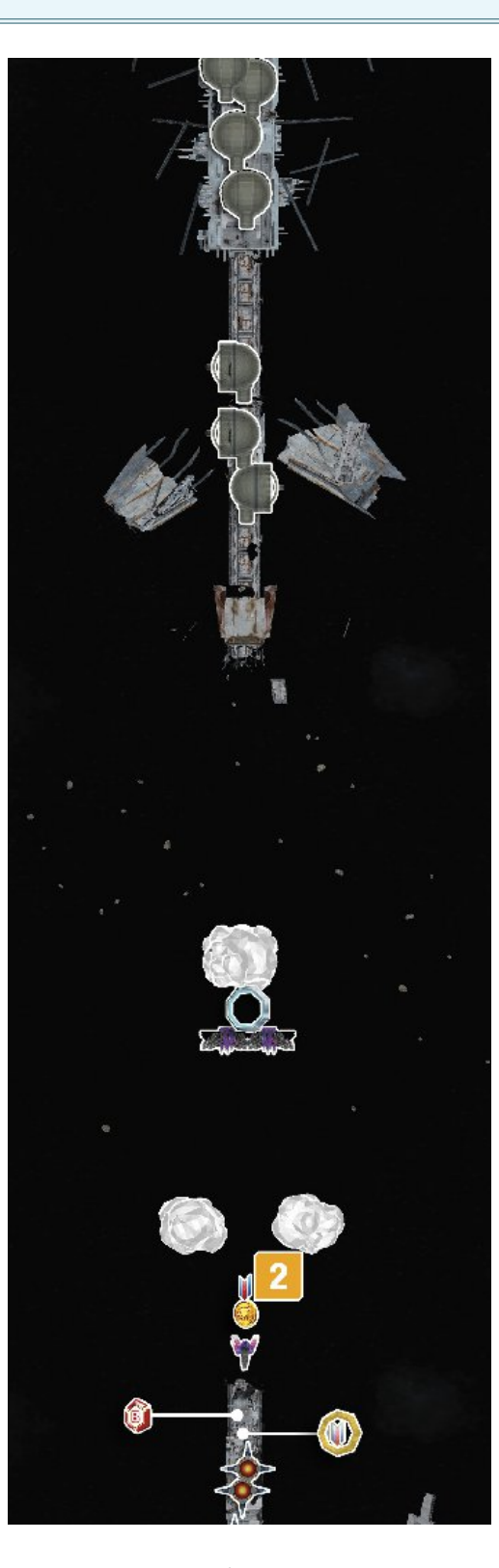
This mission's three super gold rings aren't even hidden, they're visible in plain sight right from the get-go during the first stretch. But they are positioned so that it's actually very hard to snag them all. The big problem is getting from the first super gold ring on the far left near the beginning to the second super gold ring, which is just a little bit farther down the ancient hall, but on the far right. In order to sweep across the playing field in time, you must begin your right turn well to the left of the first super gold ring, so that as you cut through the ring, picking it up, you're already building rightward momentum. If you merely fly into the first super gold ring to pick it up and then start turning right, you'll never make it to the second super gold ring in time before passing it by.



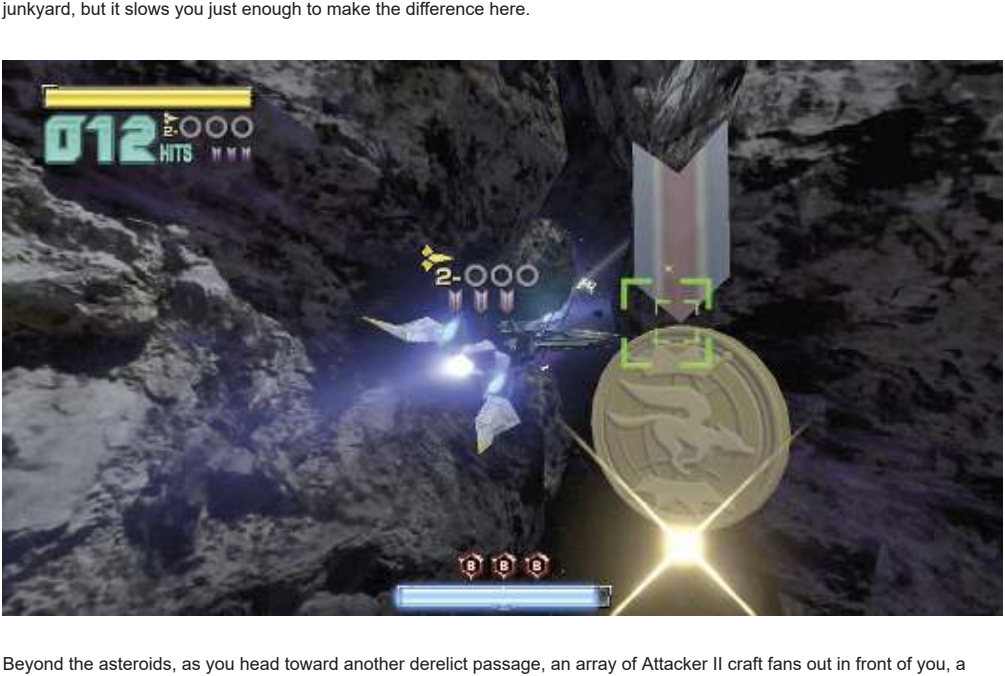


That's really the issue, snagging the first two back-to-back. If you can do that, then you just need to routinely pick up the third one, which is found just before you leave this first old hallway section. If you collect all three super gold rings, the medal appears just after the third ring. Pick it up, and then you can focus on the second tall order—to keep credit for the medal, you have to complete the mission!

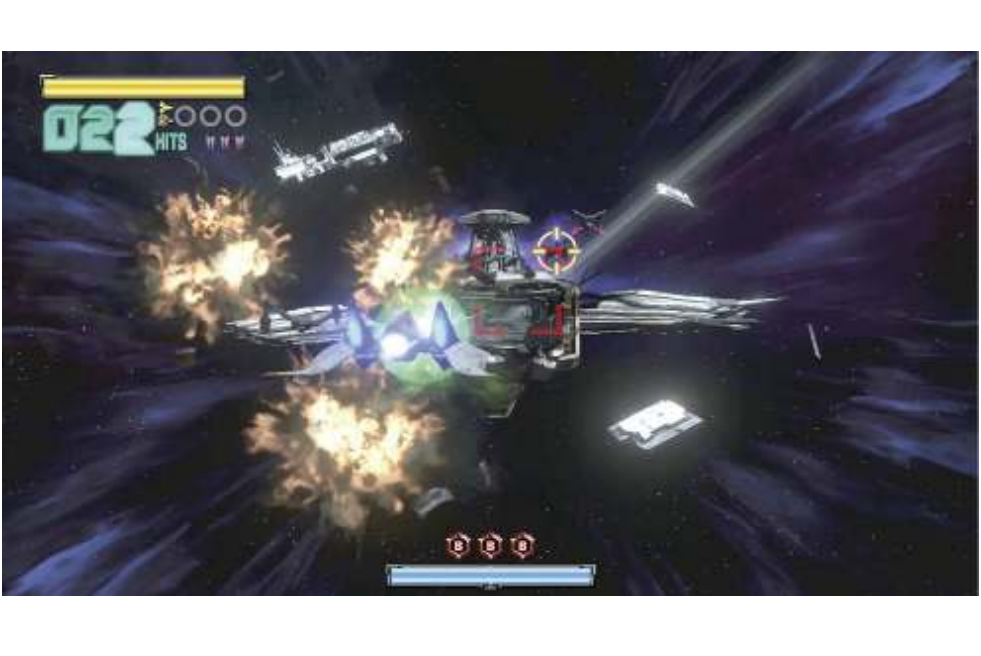


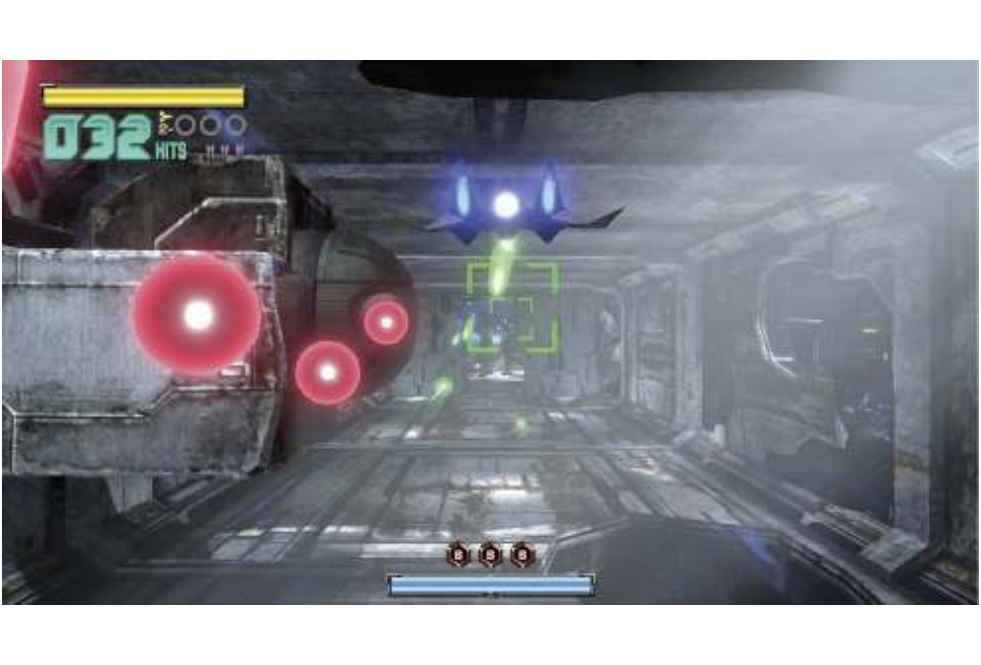


2 Flying toward the first two huge rocks about to collide (with a medal to pick up on the way, if you got the three super gold rings), boost (and perhaps tilt the Arwing) to clear the gap without getting crunched and receiving serious damage. Just after the first pair, two more asteroids are moments from collision; this time, brake to let them strike and rebound, giving you a gap to squeeze through safely. The brake might not seem like it's actually doing anything as you careen across this space junkyard, but it slows you just enough to make the difference here.

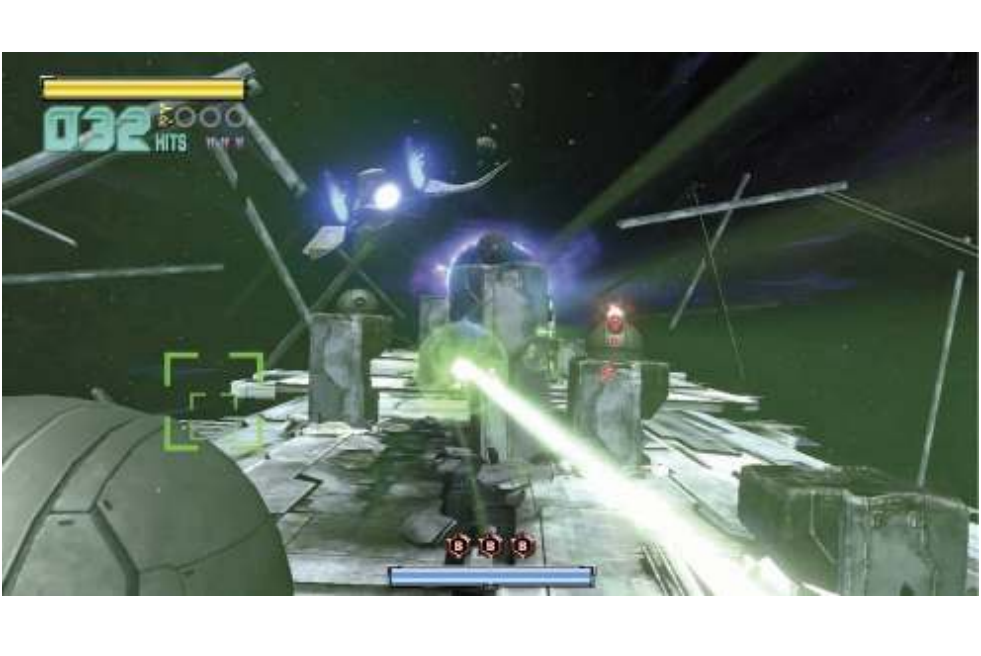


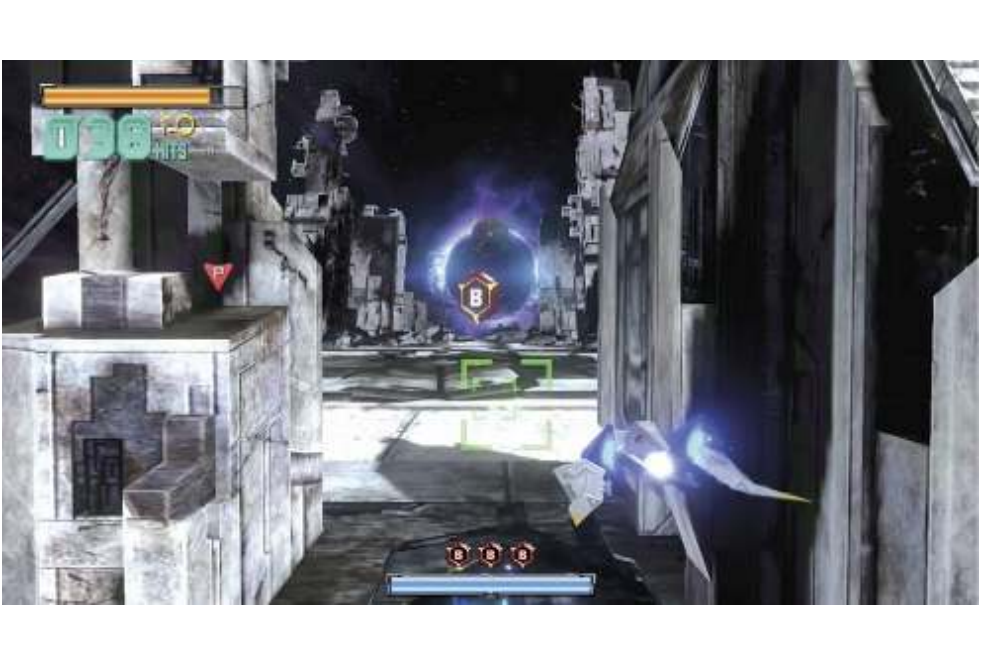
Beyond the asteroids, as you head toward another derelict passage, an array of Attacker II craft fans out in front of you, a dozen strong. Be ready with charge shots and laser fire to wipe them out before you're swept into the oncoming hall. Mind the bottom half of the door here; only one half is open, which you'll soon see is a trend here.



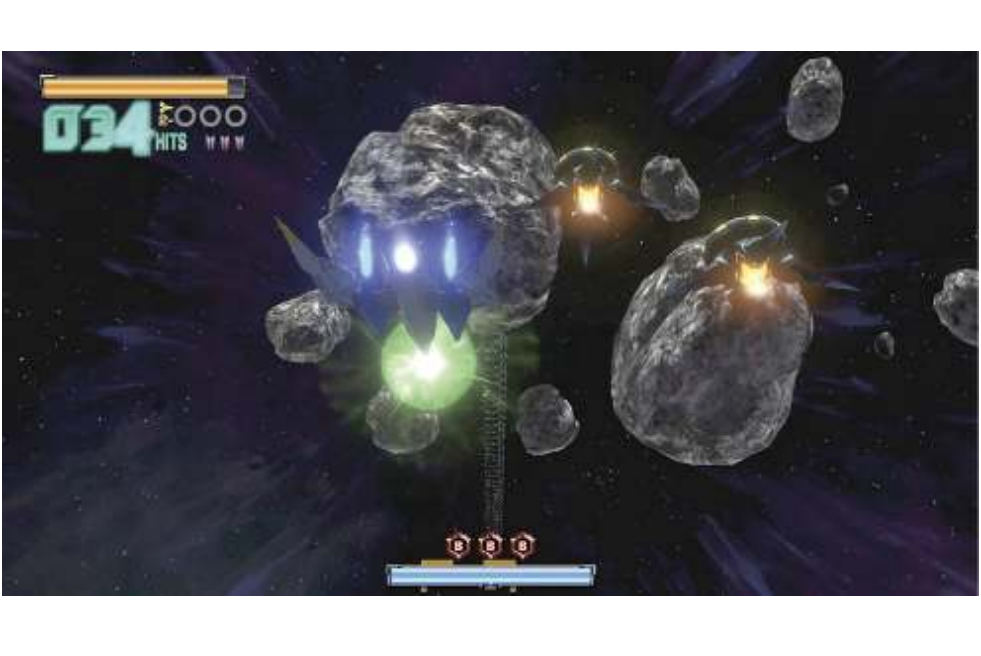


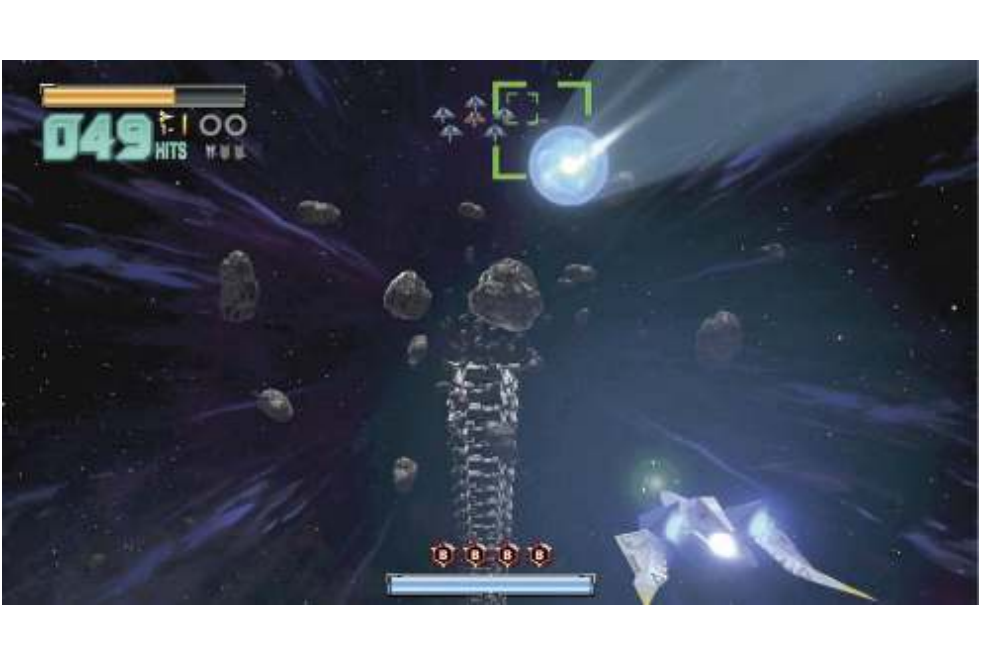
Inside, avoid other half-closed, half-opened doors like that, suddenly swerving left or right, or pitching up or down, as needed. Next, you encounter omnidirectional turrets mounted right in your way, extending into the clear space between worn-out old columns and half-open doors and airlocks. They fire furiously down the middle, so dodge or barrel roll as needed and keep up a stream of projectiles down the center to take the turrets out in your way.

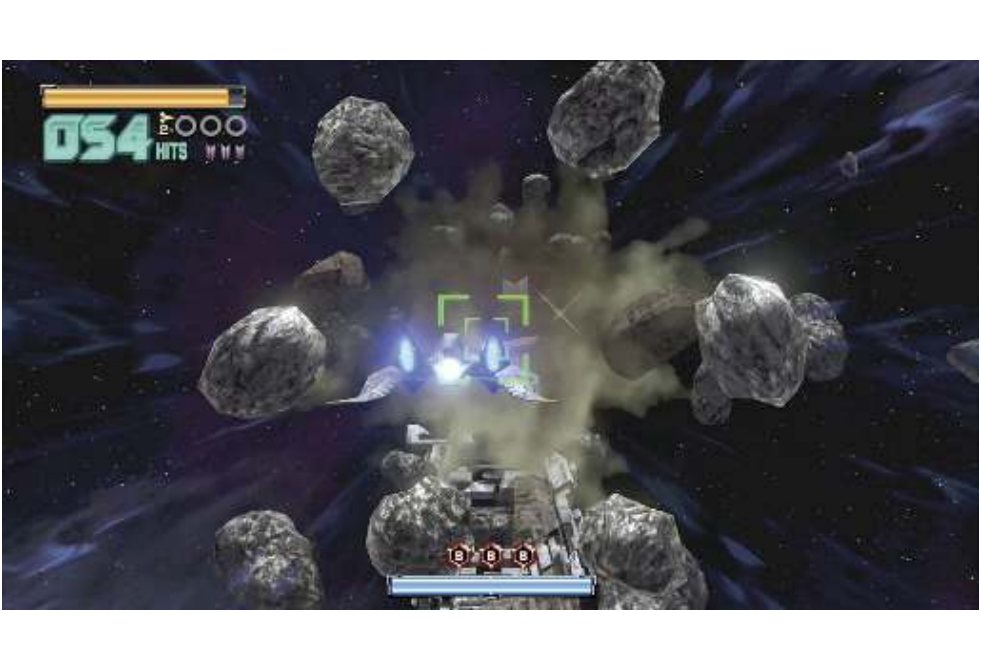




You'll soon exit that hall too, onto a strange old terrace with columns mounted with more turrets. The vertical columns you must compensate for, flying above or tilting around, while you take out more omnidirectional turrets. As you come toward the end of this column-laden ground, a spare bomb can be found near the floor between two of the final columns. Ahead, stable ground gives way entirely as a great section of the debris juts upward, and Peppy urges Fox to pull up.

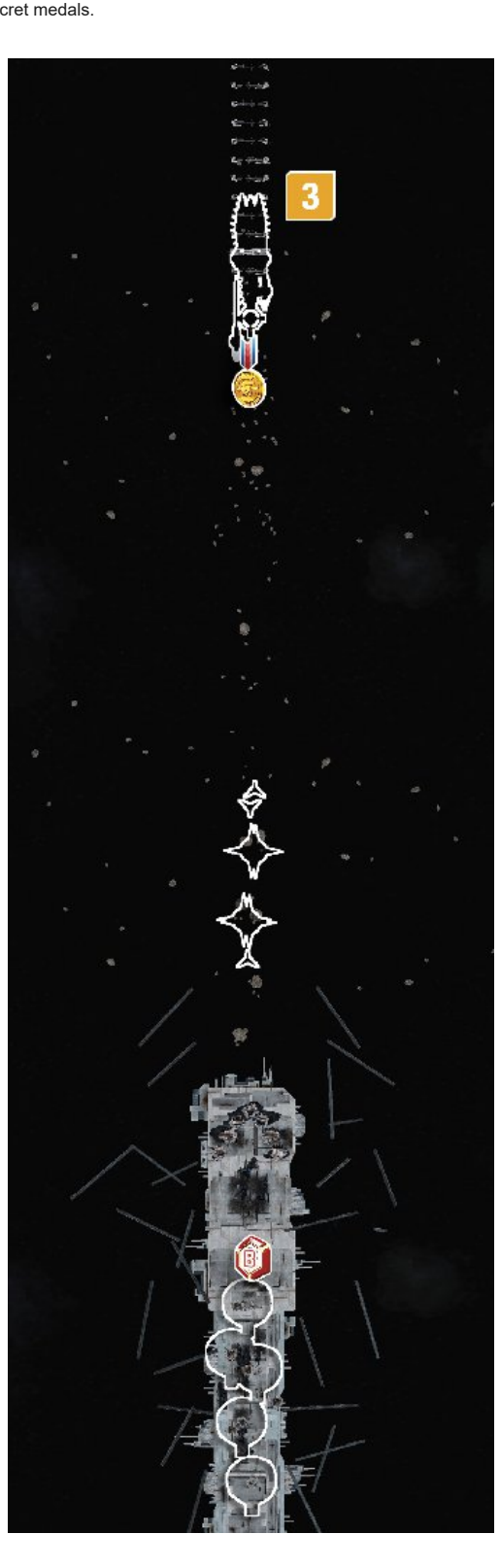


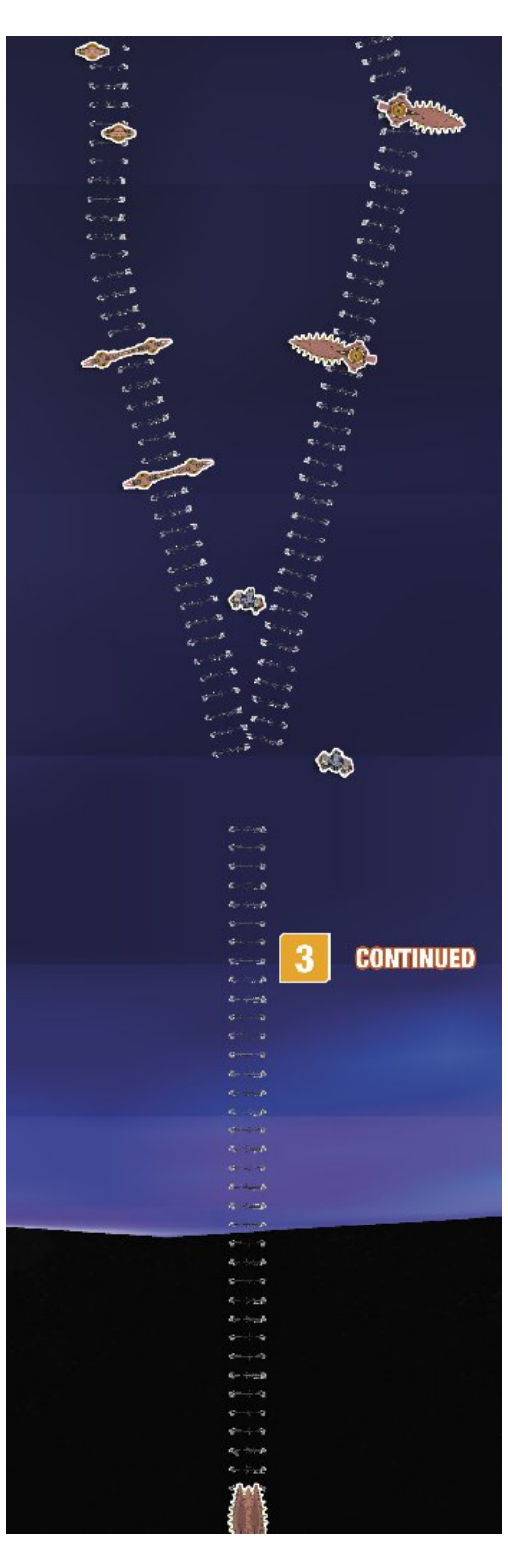


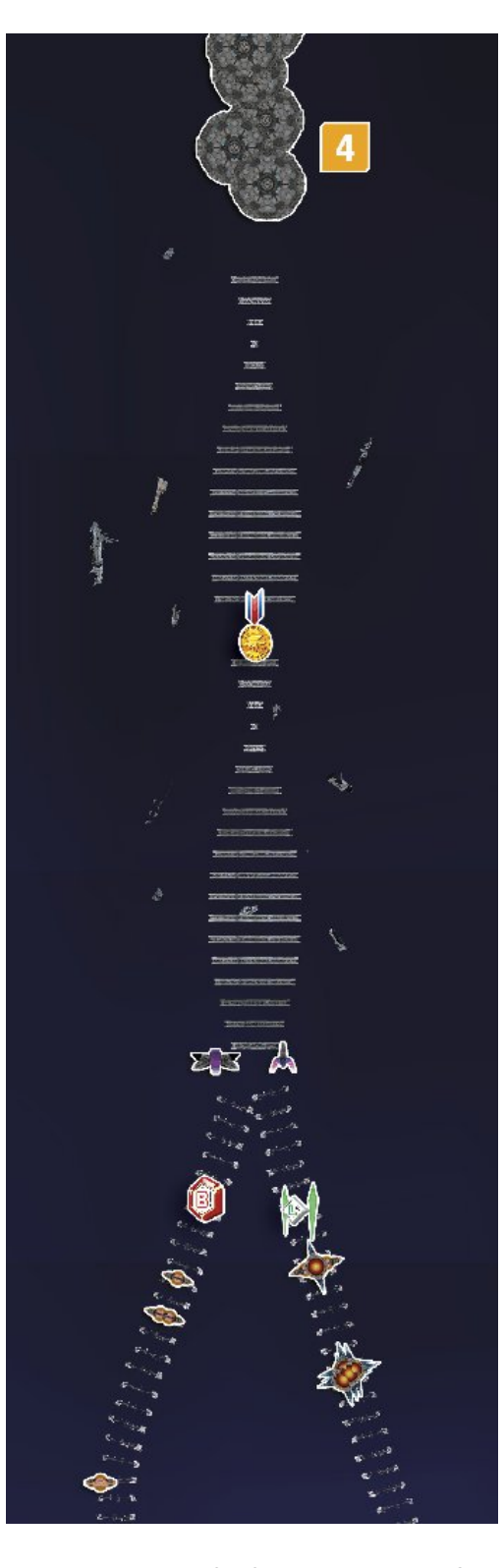


This unexpected space ramp directs Fox upward through more asteroid debris. These floating rocks are much smaller than the big ones that clanked together earlier, but you'll still want to fly around them. More Mambo drones can be found clinging to rock clusters, and some diamond formations of Attacker drones move in on the periphery of the rocks. Thanks to the way these attackers like to huddle up, charge shots make short work of any group of them.

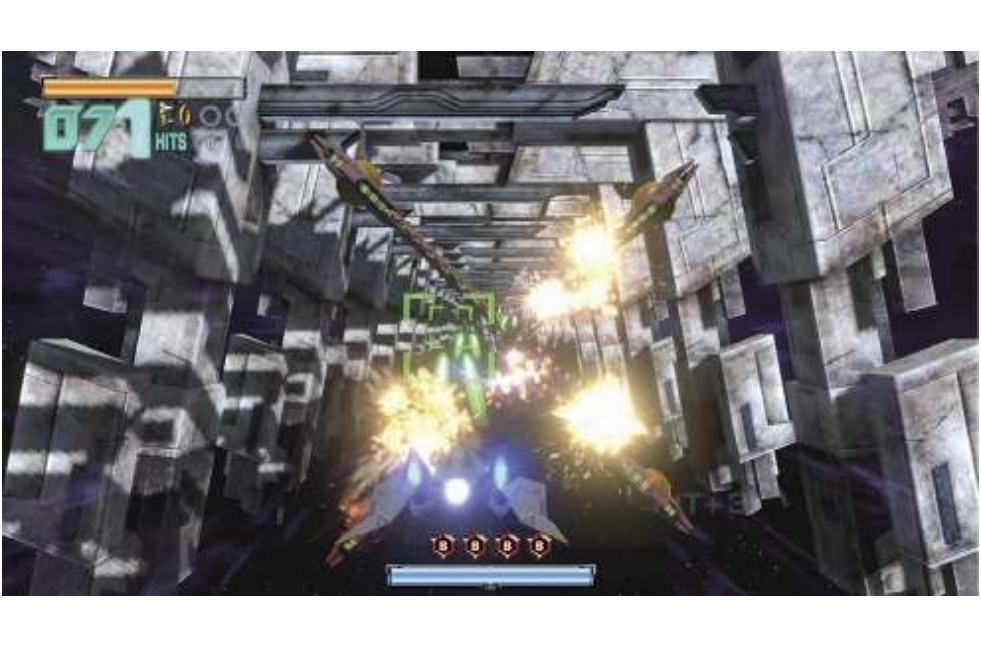
Toward the end of this rocky run, a ring of rocks looms ahead. It's made up of several harder, indestructible rocks, surrounding a softer, breakable asteroid. Shoot the asteroid in the middle to pieces on approach, then fly through the ring to discover one of this stage's secret medals.

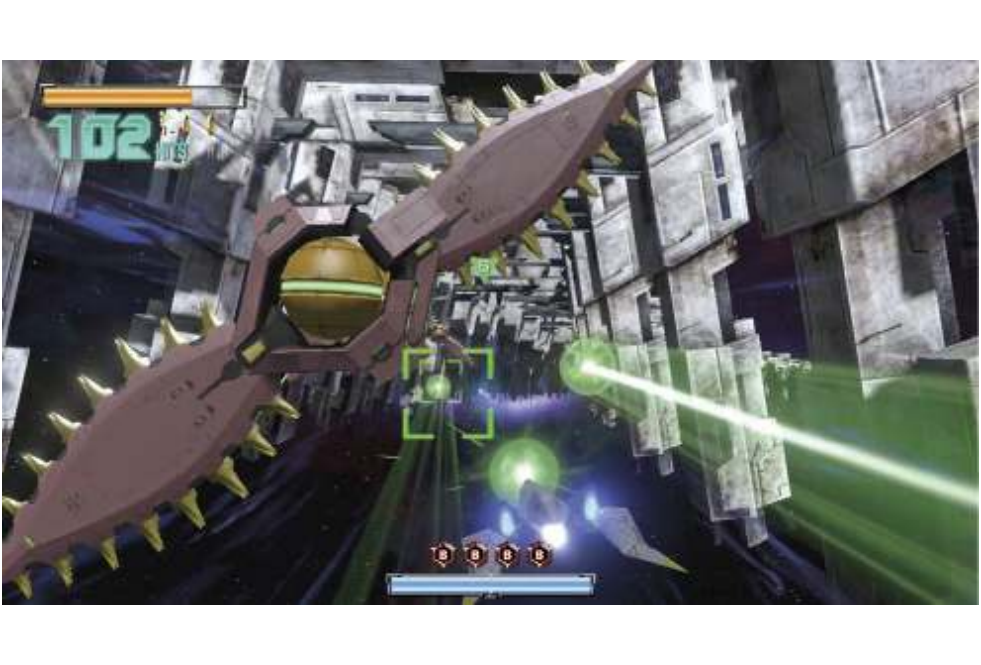






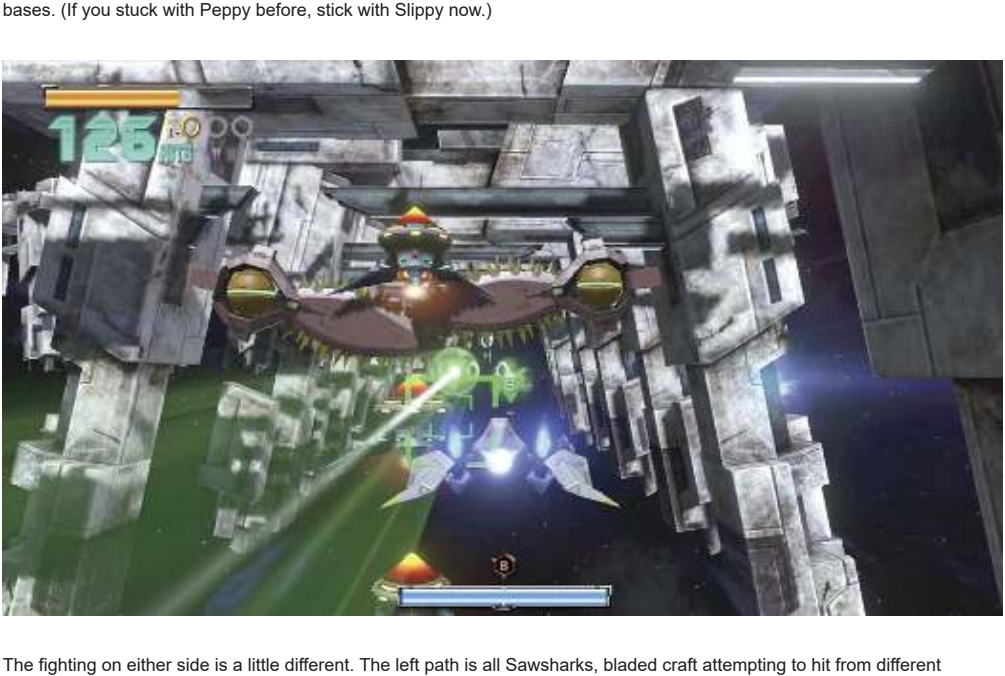
3 Following the asteroid run, you enter a long series of old floating archways, boxing Star Fox members in on all sides. Take care during this segment not to fly all the way to one edge or another, where you'll bang into the archways. Down the middle, you come under direct physical assault by some space-capable Sawsharks. These giant flying blades pass by you in groups of four, hoping to slash the Arwing.





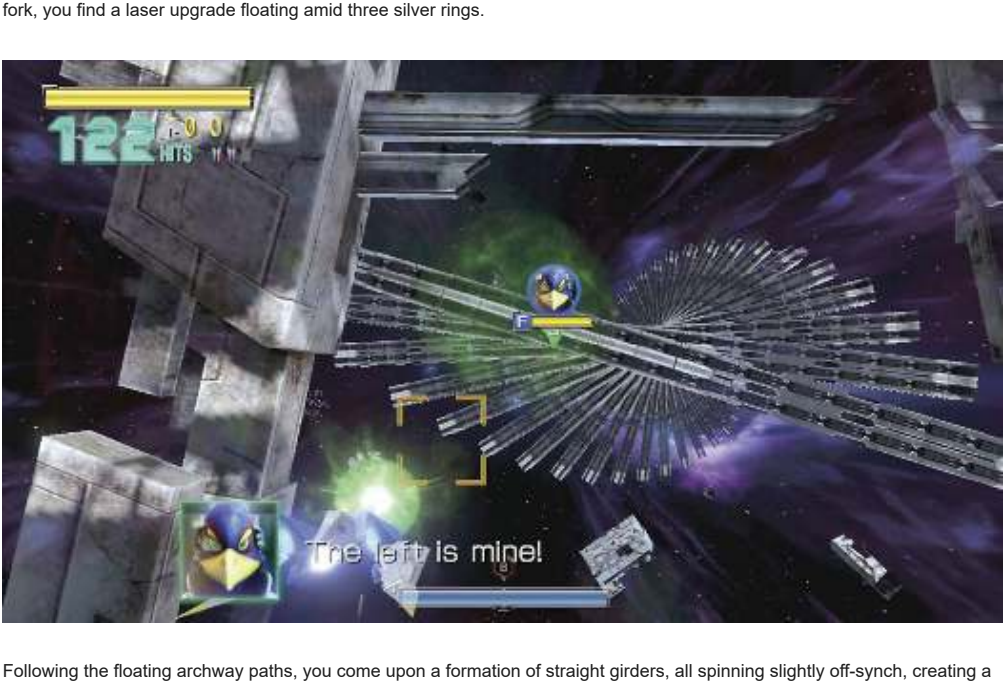
The good news is that these space versions of Sawsharks are much less durable than their more heavily-armored low-armorsphere versions, so you can chew them up very quickly by aiming concentrated laser fire right down the barrel of the arches, naturally deviating as necessary.

Shortly after the Sawshark assault, you see the archway path split into two. Slippy announces his intent to take one branch or the other. You can cut one way to join your friend Slippy, or you can take the other path so you're collectively covering more bases. (If you stuck with Peppy before, stick with Slippy now.)

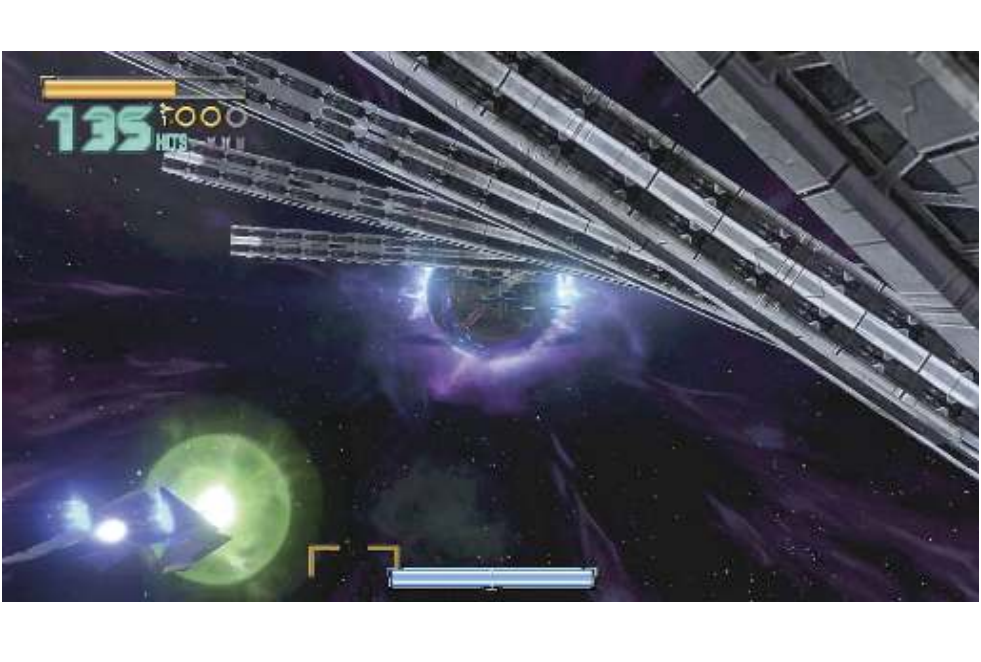


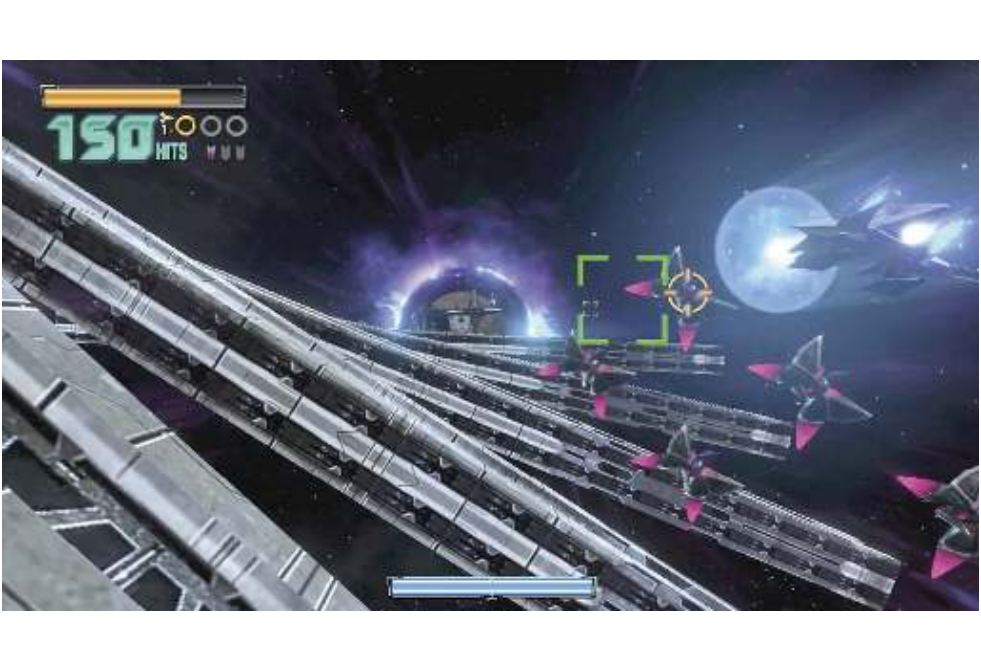
The fighting on either side is a little different. The left path is all Sawsharks, bladed craft attempting to hit from different angles.

The right path features groups of smaller fighter craft and drones (Attacker III and Mambo I units) accompanied by occasional Sawshark escorts. At the end of the left path, you can find three silver rings around a bomb pick-up. At the end of the right fork, you find a laser upgrade floating amid three silver rings.

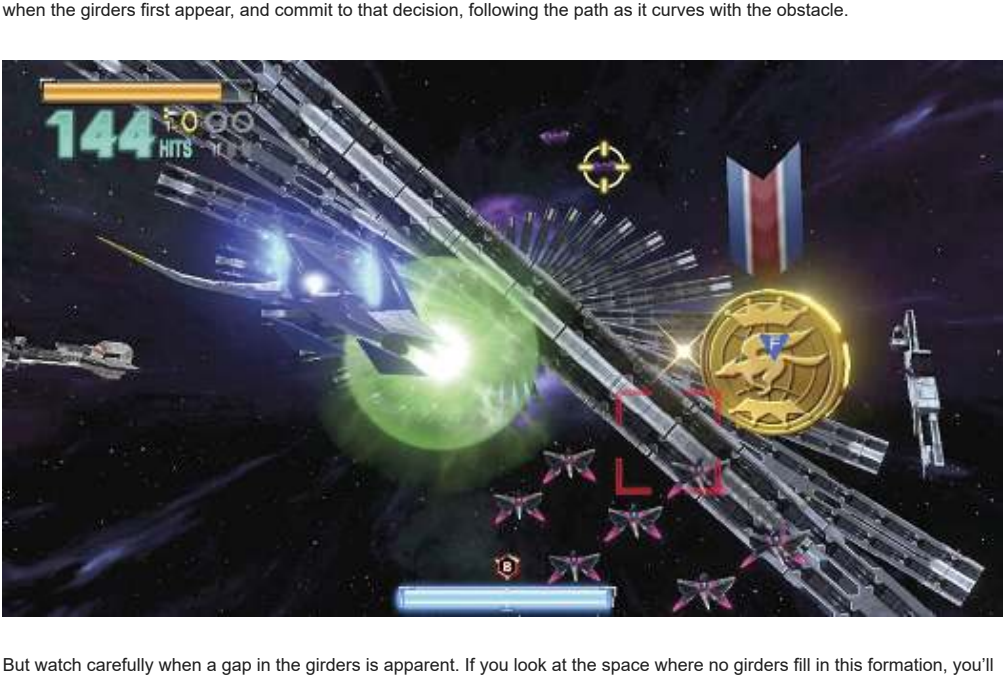


Following the floating archway paths, you come upon a formation of straight girders, all spinning slightly off-synch, creating a twisting corridor on either side. From where you first come upon these girders, you have to make a decision: curve up and left, or down and right? Like Peppy and Slippy before him, Falco will give you a few seconds' warning about which way he's going to go, left or right. It's up to you to provide backup for him or not.



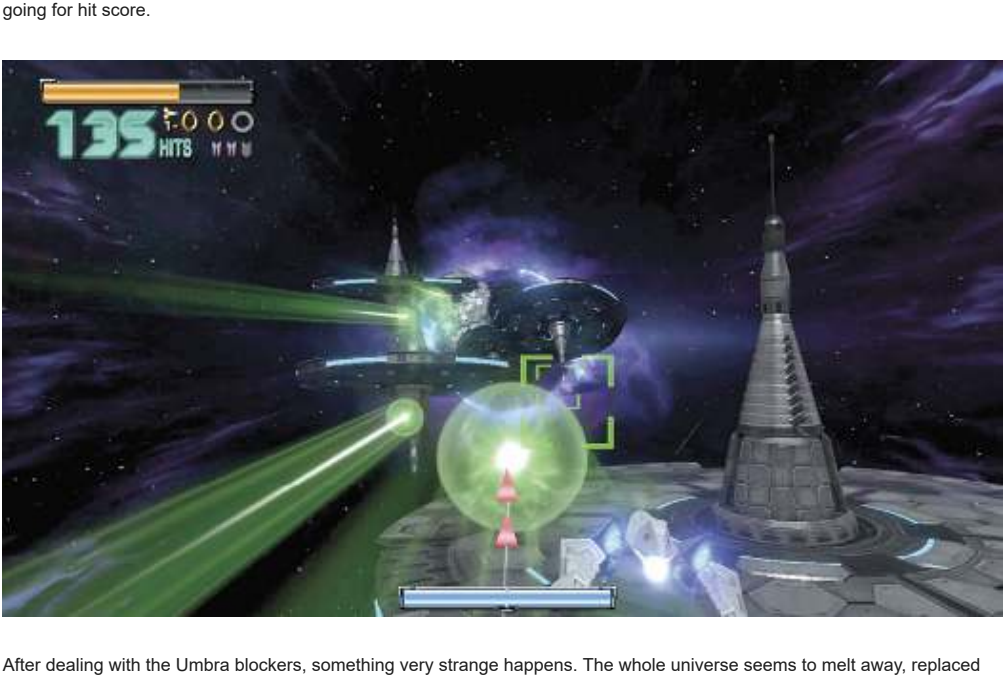


The main concern, regardless of Falco's whereabouts, is not to smash into the girders. Flare out hard to one side or the other when the girders first appear, and commit to that decision, following the path as it curves with the obstacle.

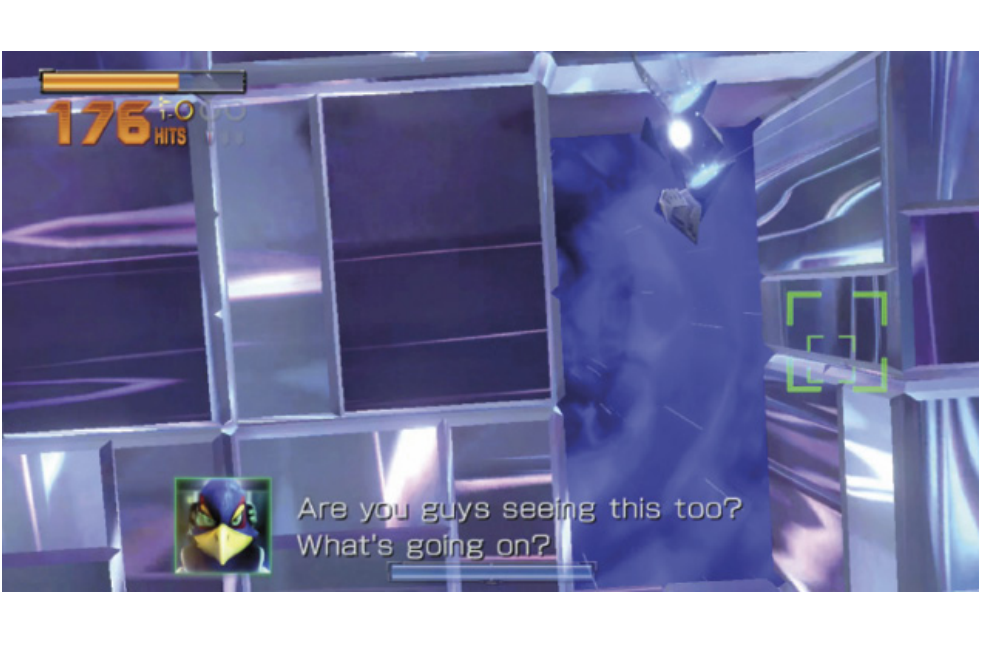


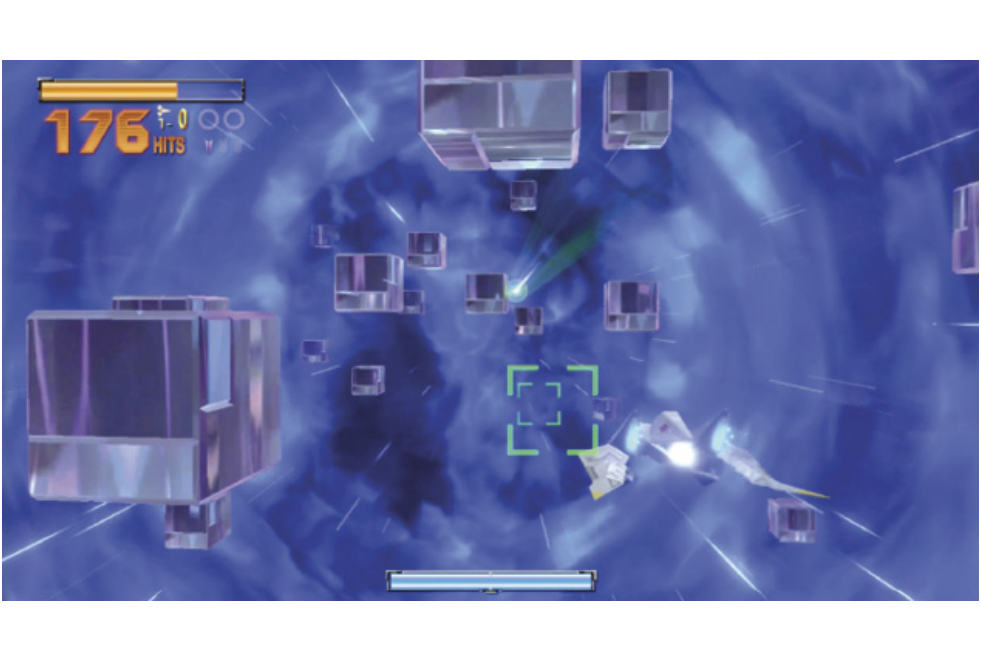
But watch carefully when a gap in the girders is apparent. If you look at the space where no girders fill in this formation, you'll see a medal floating freely. It's possible to snag if you're ready for it; just cut hard into the middle right, past where the girders stop spinning. If you're trying to react to visually seeing it in the corner of your eye though, it's too late. Be ready for it next time you attempt the mission. Some fighters form up in front of you to harass the Arwing, but you should make short work of these minor fighter groups by now.

4 Beyond the spinning girders is yet another physical impediment: large umbrella-like enemies called Umbra. They clearly blockade your way forward, but you can blast a path clear in front of you with continuous laser fire or repeatedly dumb-fired charge shots. Each Umbra is worth a surprising three hits, so try to take out the ones that are out of your way too, if you're going for hit score.

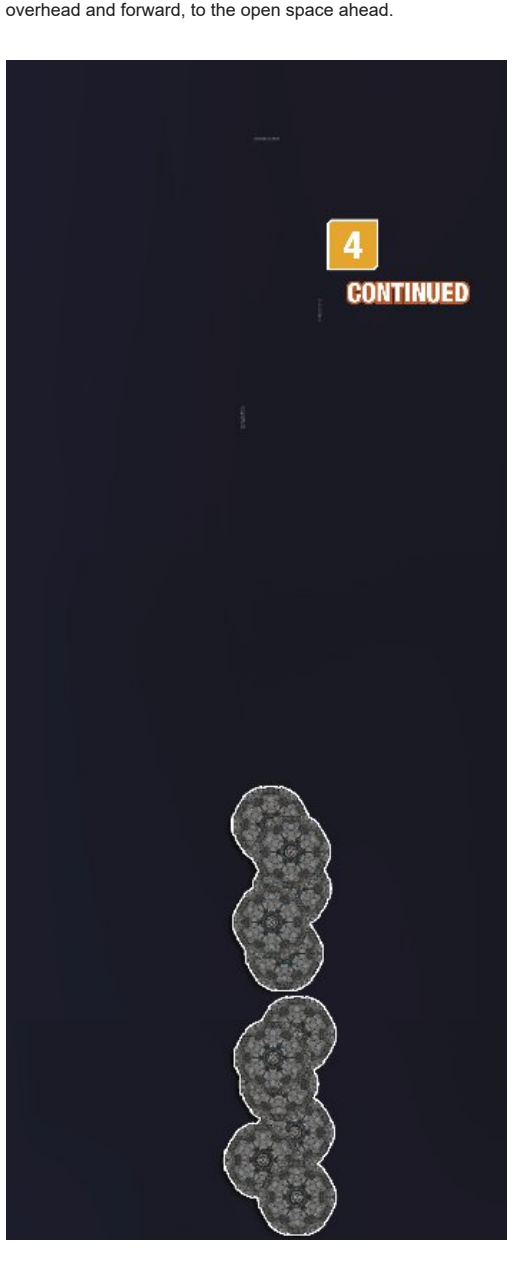


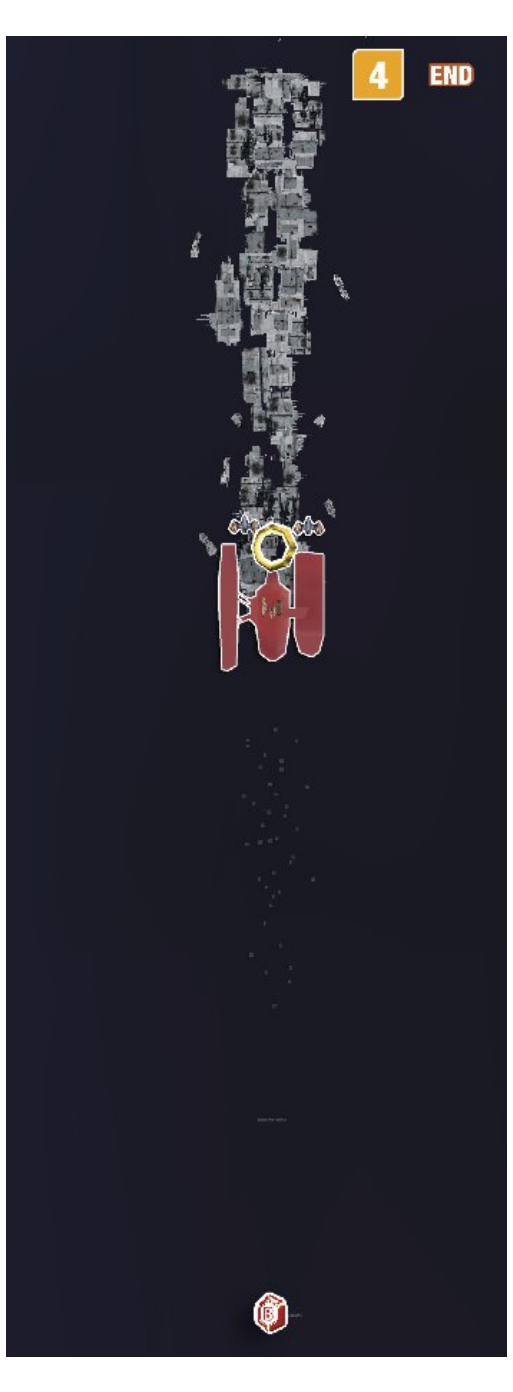
After dealing with the Umbra blockers, something very strange happens. The whole universe seems to melt away, replaced by some flickering, fluid dimension. There's no starfield or landscape, just the blunt force threat of andromatter cubes and pillars colliding with the Arwing.





Although the sights are unbelievlable, the Arwing still handles the same, so dodge through the cubes to come out unscathed. This space nightmare won't last—after a few moments dodging andromatter objects in some other place, the real world shimmers back into view, where you're passing through one more floating space archway. Here, a gold ring is within reach, and a few final minor enemies attack, but they are easily dispatched. Something that won't be quite so easily dispatched—a real blast from the past—floats overhead and forward, to the open space ahead.





Corneria - Hidden Plans

Introduction

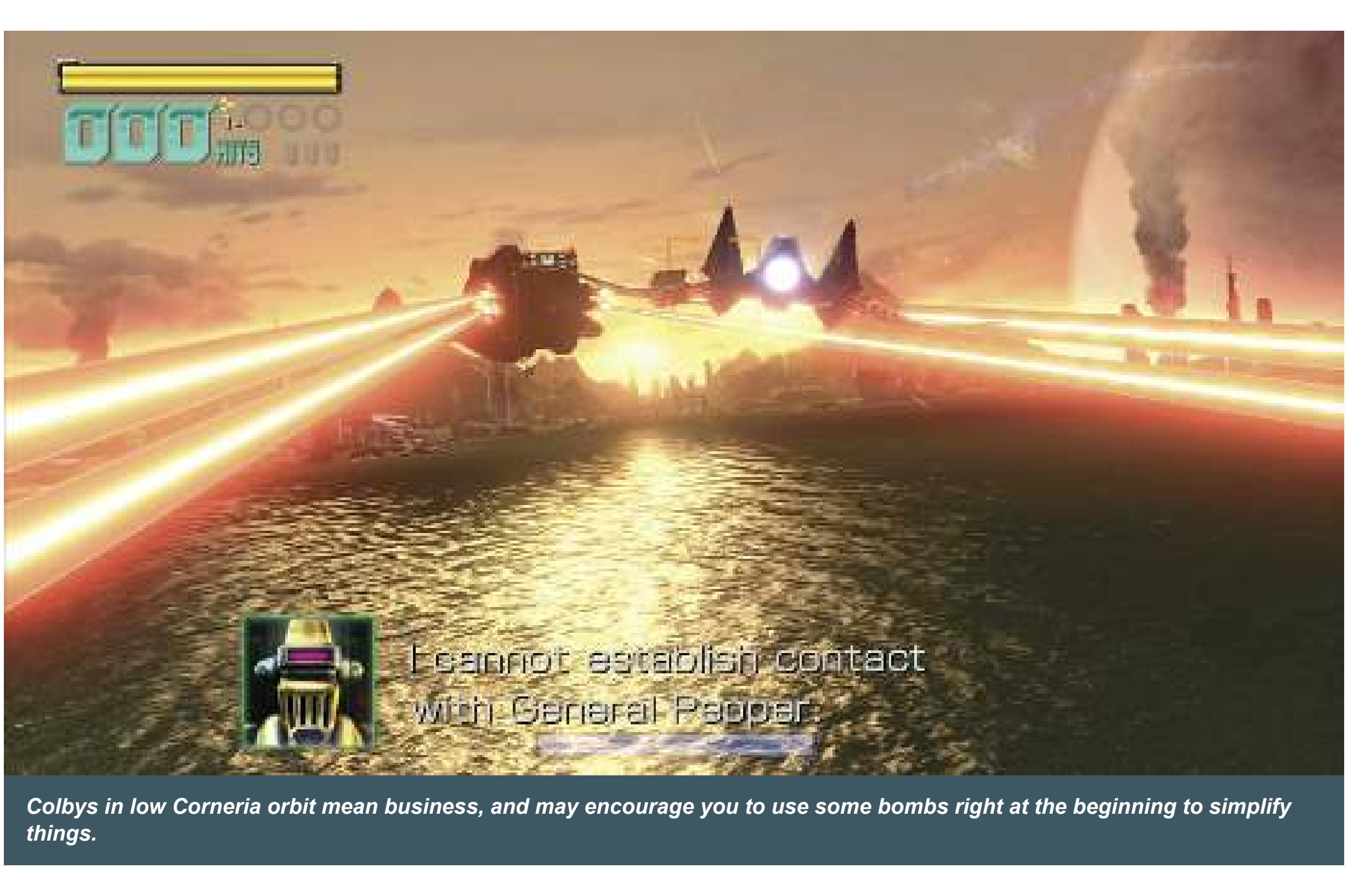
The Star Fox squadron tore through Sector Ω to get to Venom, only to fail to find it. The planet has simply disappeared. General Pepper hails the team back to Corneria, promising a secret route to find Venom. But upon arrival, the team quickly finds that it seems like Andross and his forces also know something is up, because a fierce invasion is underway that puts the original one to shame. It’s up to Star Fox to cut a path to the tower, safeguard General Pepper, and find out what the General knows about getting to Venom.

Hub of Galactic Peace
Corneria
Hidden Plans

Corneria - Hidden Plans

Phase 1: Androssian Invasion

1 The approach path to Corneria is the same as during Enter Star Fox!, but Andross's forces are hitting much harder this time. Before you've even reached the shore of the city this time, you encounter a pair of Colby battleships and a Dorisby equipped with turrets, on top of the usual contingent of Dragon II and Venom Fighter II foes.

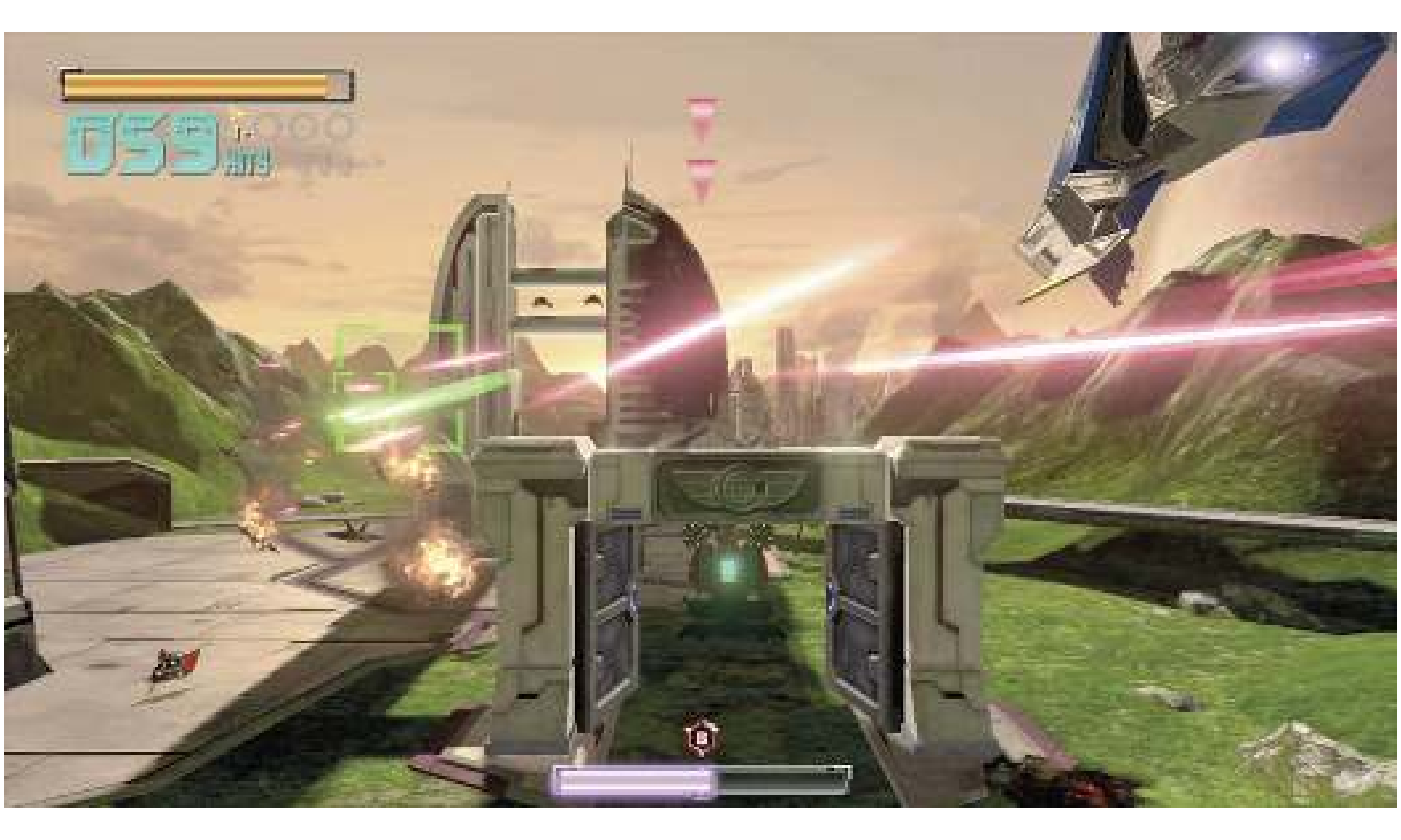


Colbys in low Corneria orbit mean business, and may encourage you to use some bombs right at the beginning to simplify things.

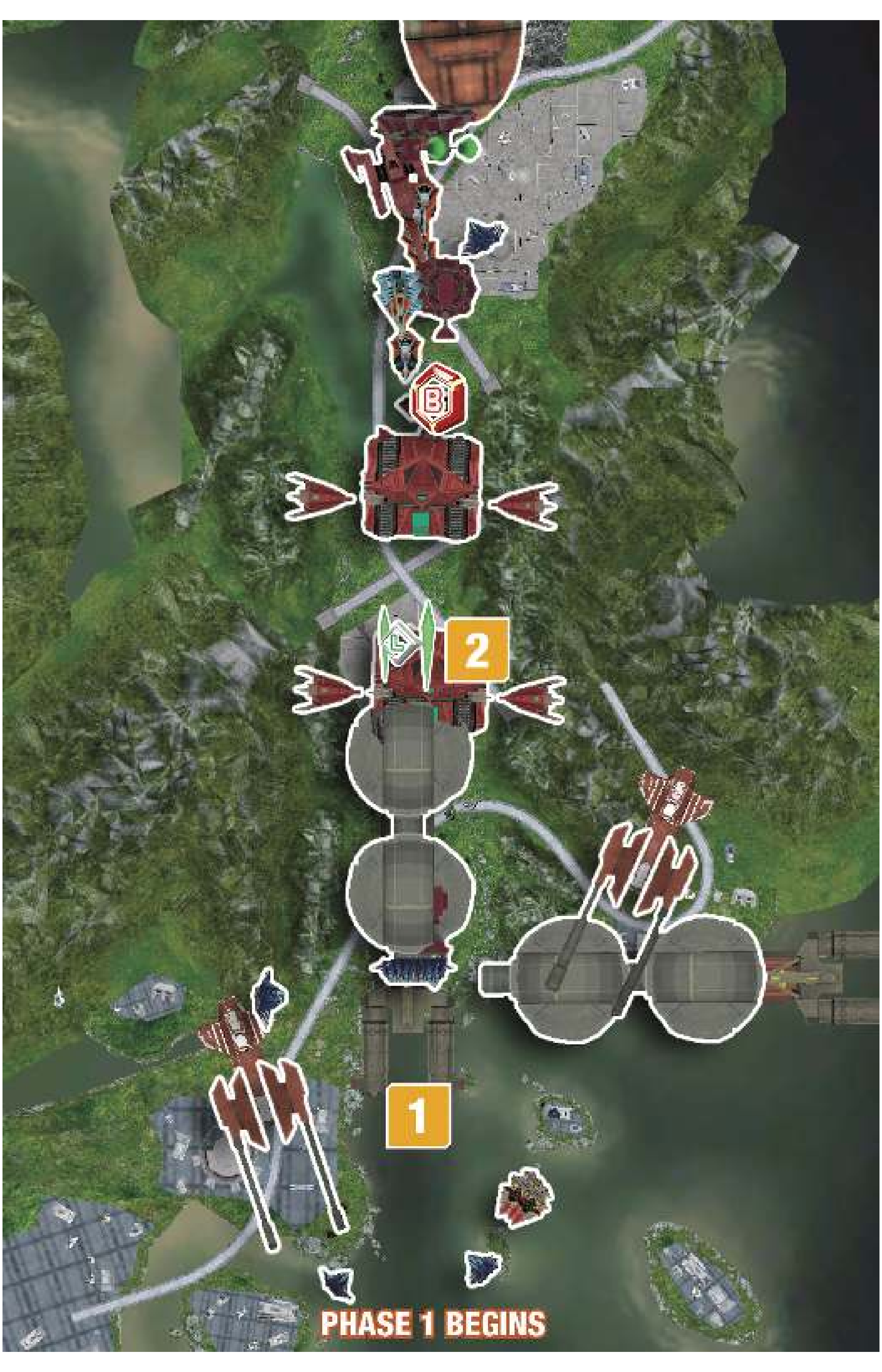
Falco will even end up with enemies on his tail before you even make landfall. When you do soar in off the water, a formation of enemy fighters clustered together bullies its way onscreen from the left, in addition to the Venom Tanks you begin to see on Corneria's roadways.

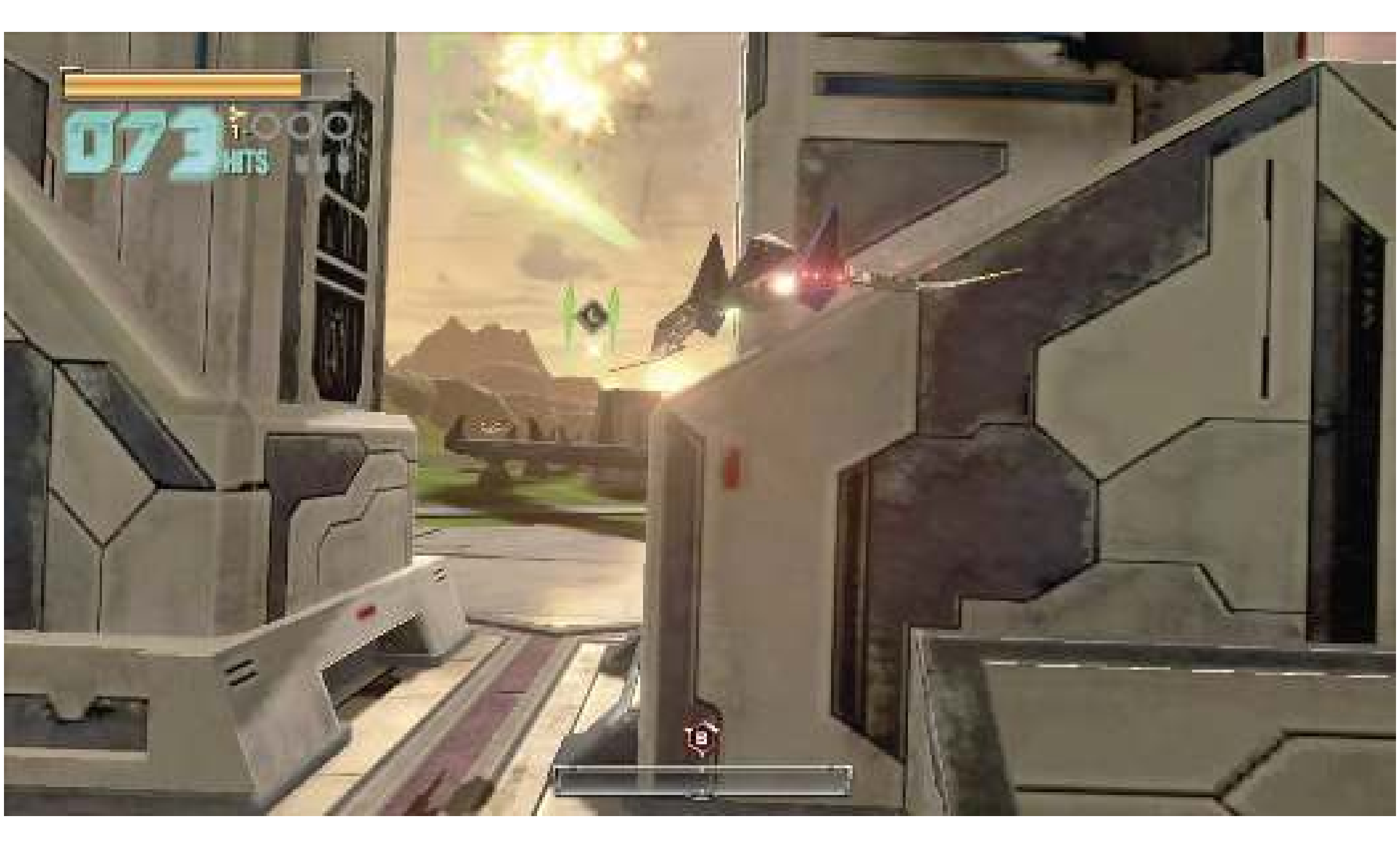
It's clear from the beginning that the intensity level of this battle is going to be a cut above the rest. There are more sheer numbers of Andross's forces, more varieties of them, and they're much more trigger happy.

2 When you come upon the door inset in an arch, you probably remember it having a laser upgrade behind it, but in this case, it's just a Garuda, who surprises you by opening fire.



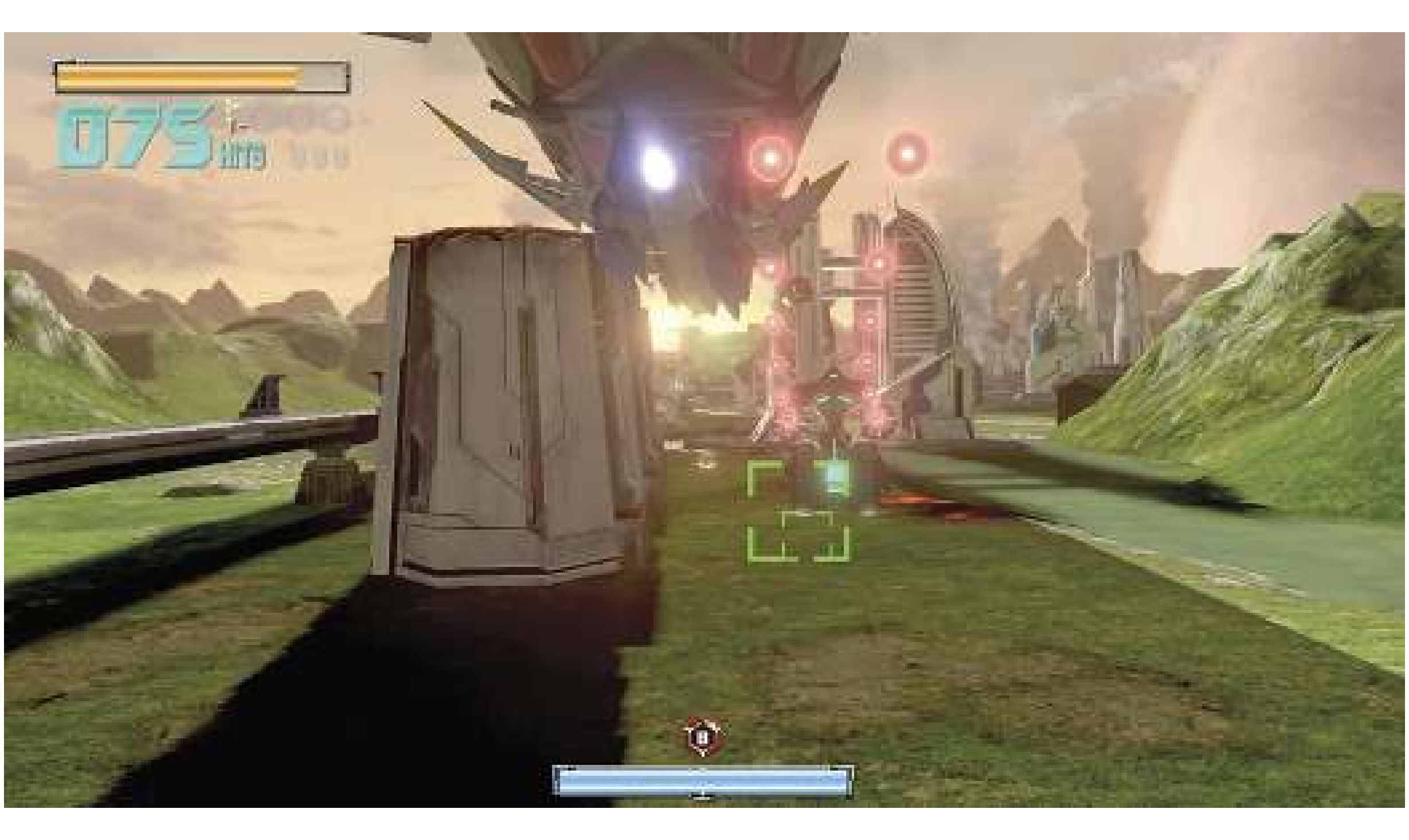
A phalanx of Dragon II fighters attacks from the left here too, coordinating their fire so you're virtually assured of taking damage. You will get a lot of use out of the barrel roll on this stage, especially if you want to keep the Arwing in the air.



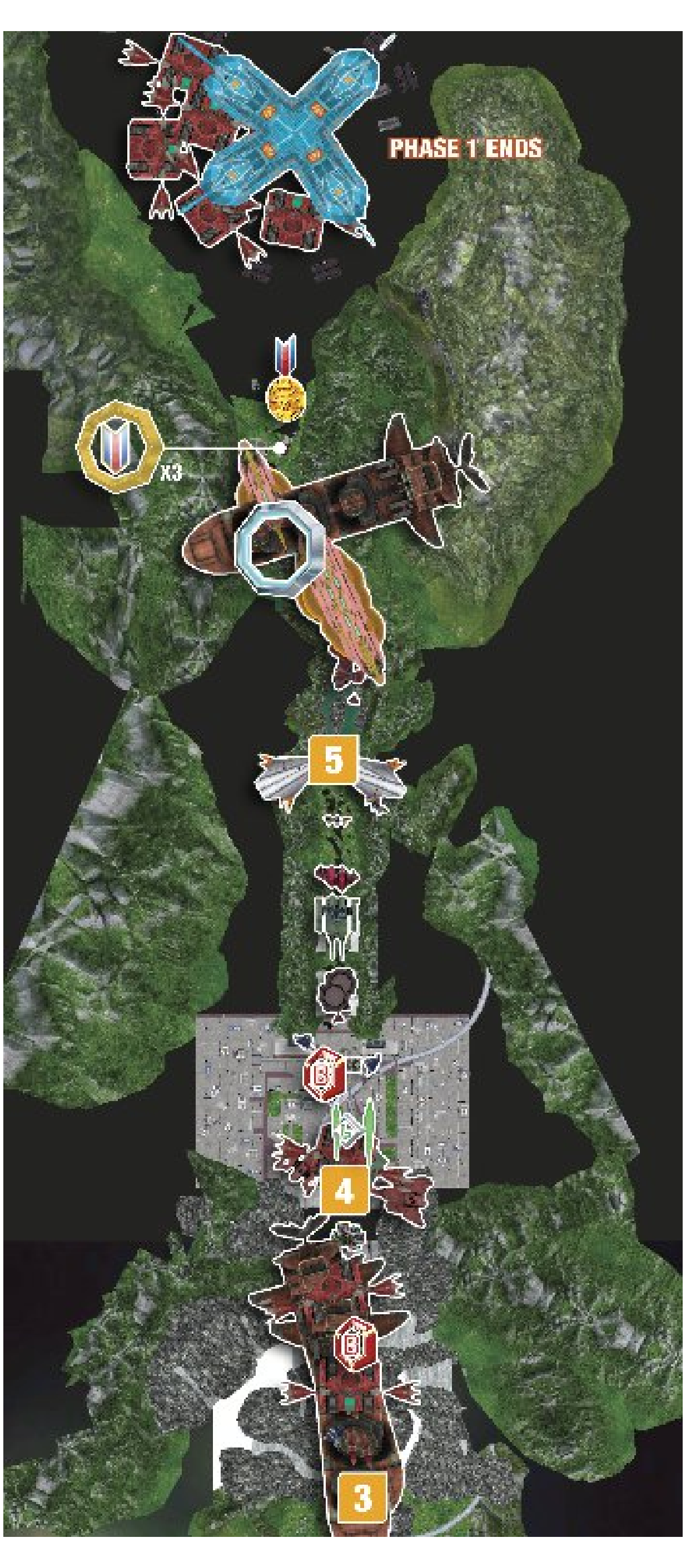


While you won't find a laser upgrade behind the blue door, on the Garuda, or among the Dragon II fighters, the good news is that you can find a laser upgrade by destroying the quartet of Mambo II drones found hovering between the buildings behind the Garuda.

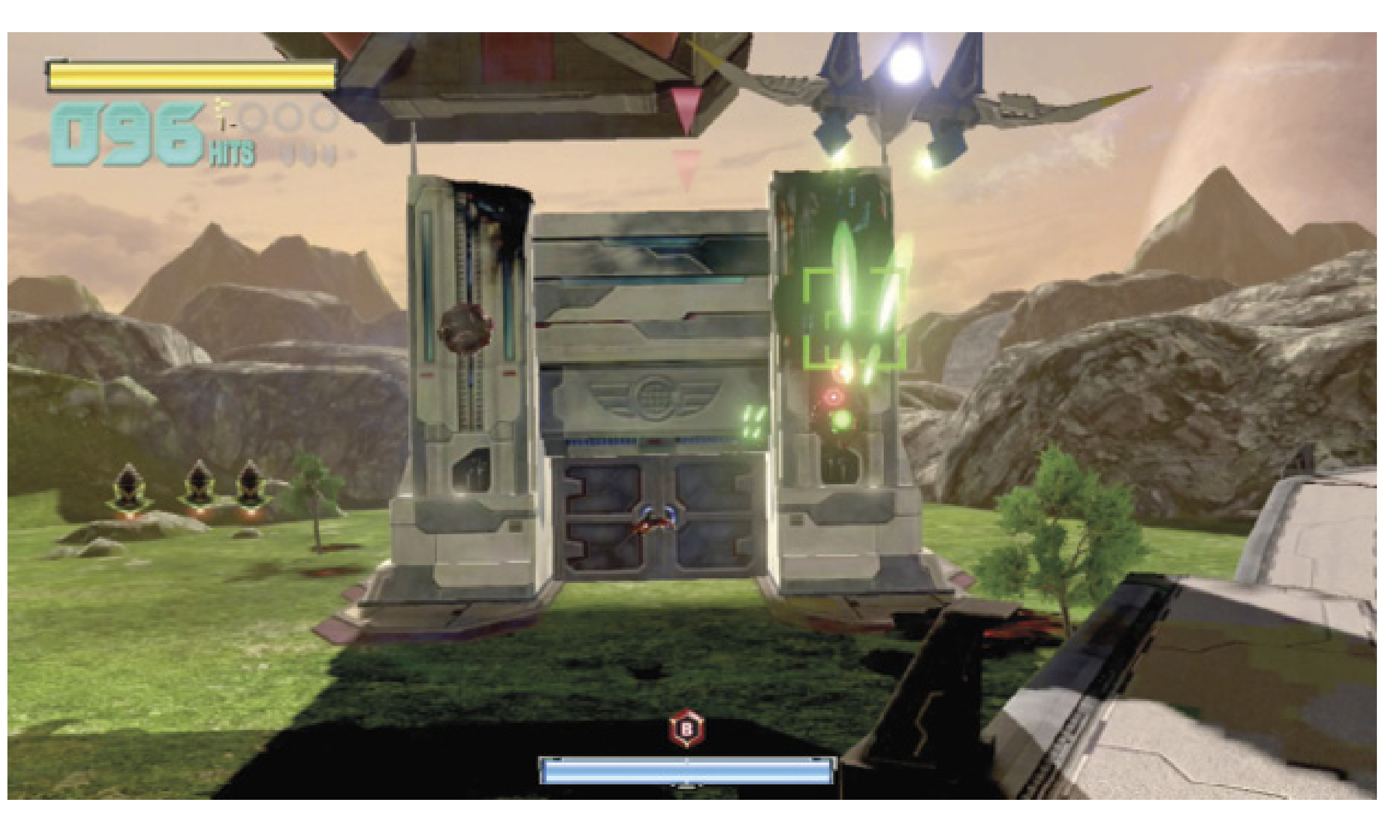
Considering the number of enemies in this mission—the highest target count in the game—and the speed and ferocity of their attacks, this is a place where charge shots often just won't cut it. You just won't have time to wait for the lock-ons over and over against such aggressive, consecutive onslaughts. Which makes twin/hyper lasers even more than doubly important, since they're such a big upgrade in firing rate and damage and leniency of use (with an extra stream of shots that can hit things) over the standard single laser.

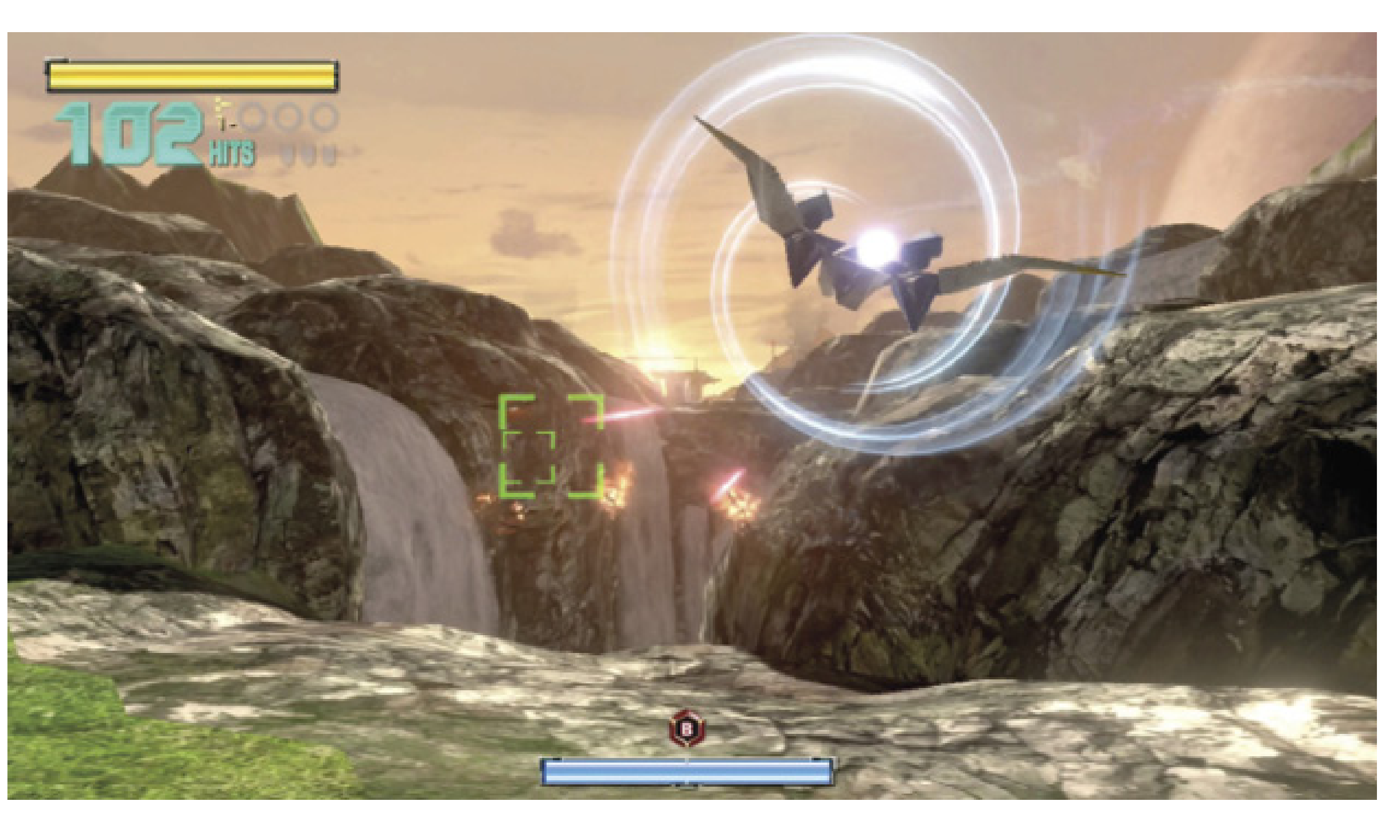


Just after you acquire the laser upgrade from the Mambo drones between the buildings, another Dorisby thunders directly overhead, its turrets firing down at you, as you pass along a raised section of roadway. A series of Dragon I craft arrive from the left, and a Garuda on the ground to the right of the roadway opens fire with its arm cannons. Ahead, as you fly amid more buildings and the highway, you fly over several tanks, turrets, and Mole Missiles, but there is a mild calm here as you approach the Cornerian doorway that opens to the canyon trench.

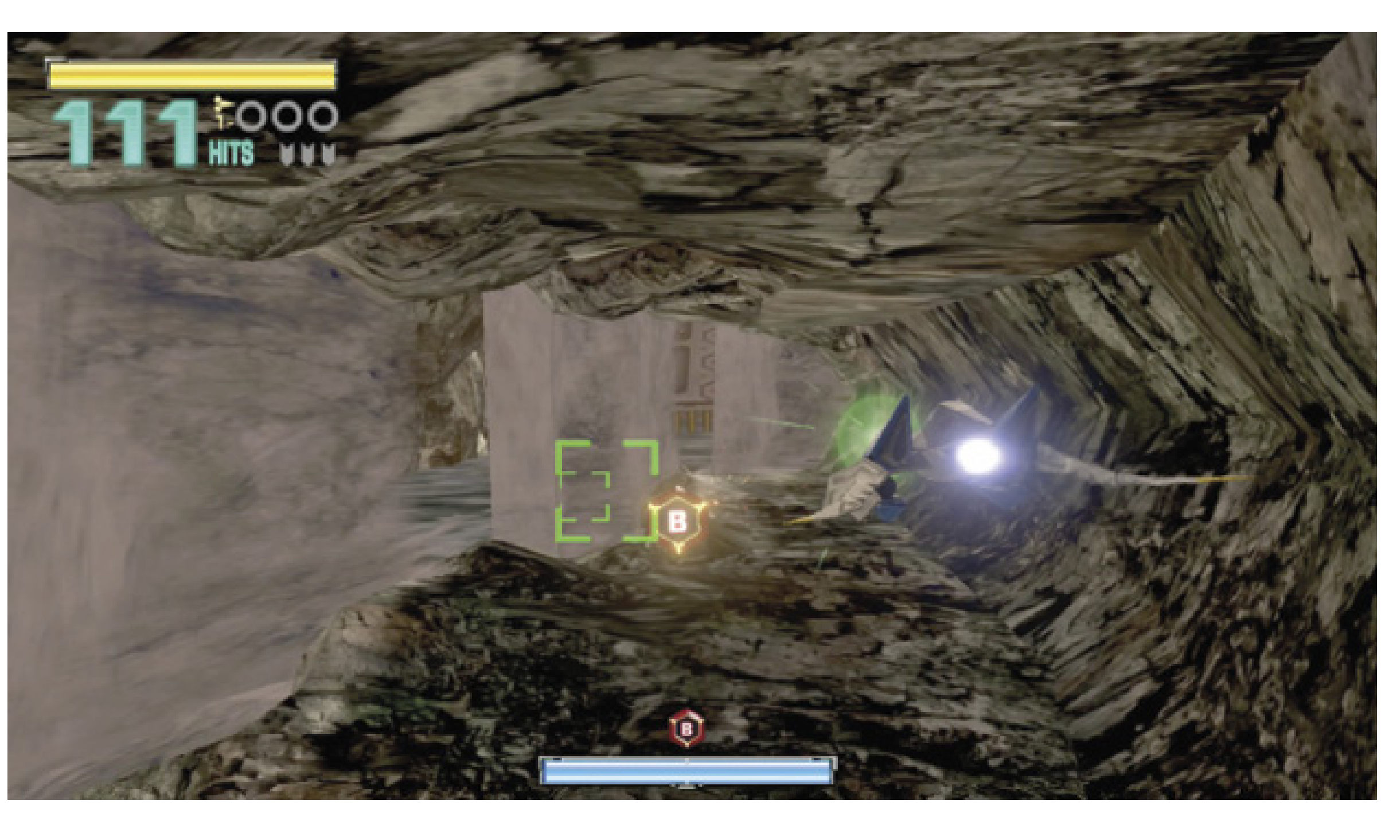


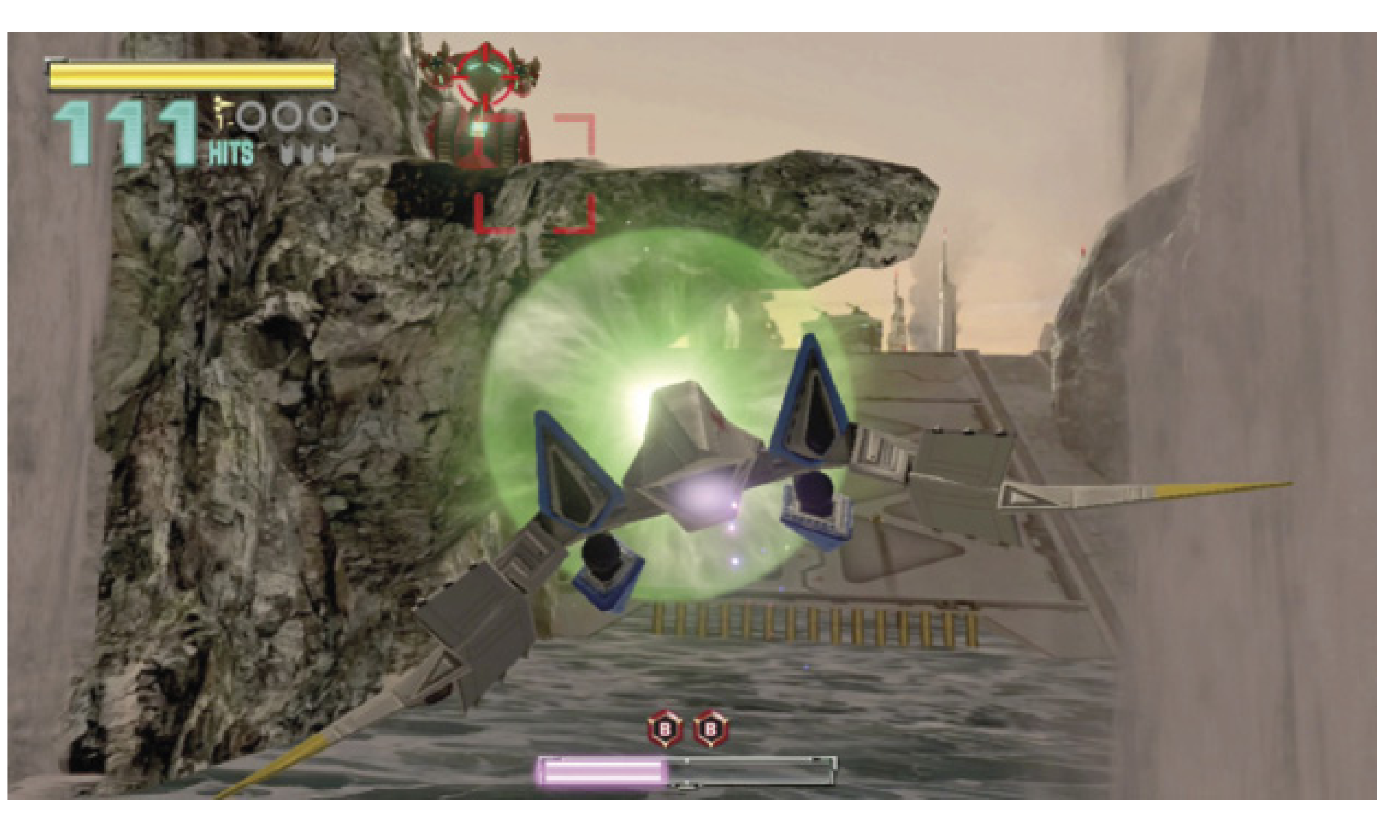
3 Through the doorway arch where this section of city ends and the canyon begins, you encounter another formation of Dragon fighters that come over the lip of the canyon, guns blazing. As you return fire with lasers of your own, it's best to just barrel roll three or four times in a row, considering the hail of lasers from these fighter groups.





Descending into the watery canyon, you see several Submaraiders, evidenced by their pilot bots poking up above the waterline. The secret waterfall canyon that held a super gold ring in Enter Star Fox! now holds a spare bomb.

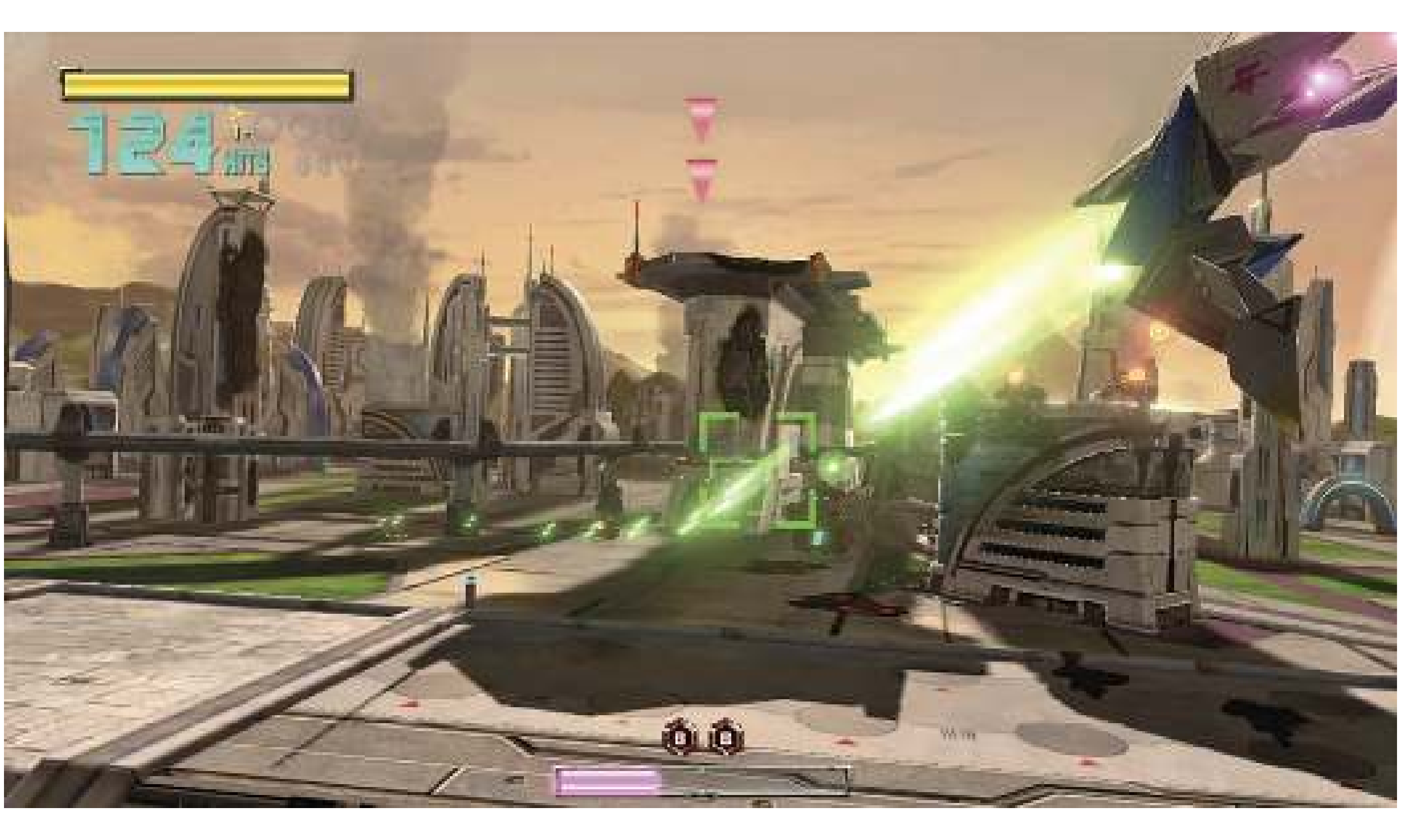




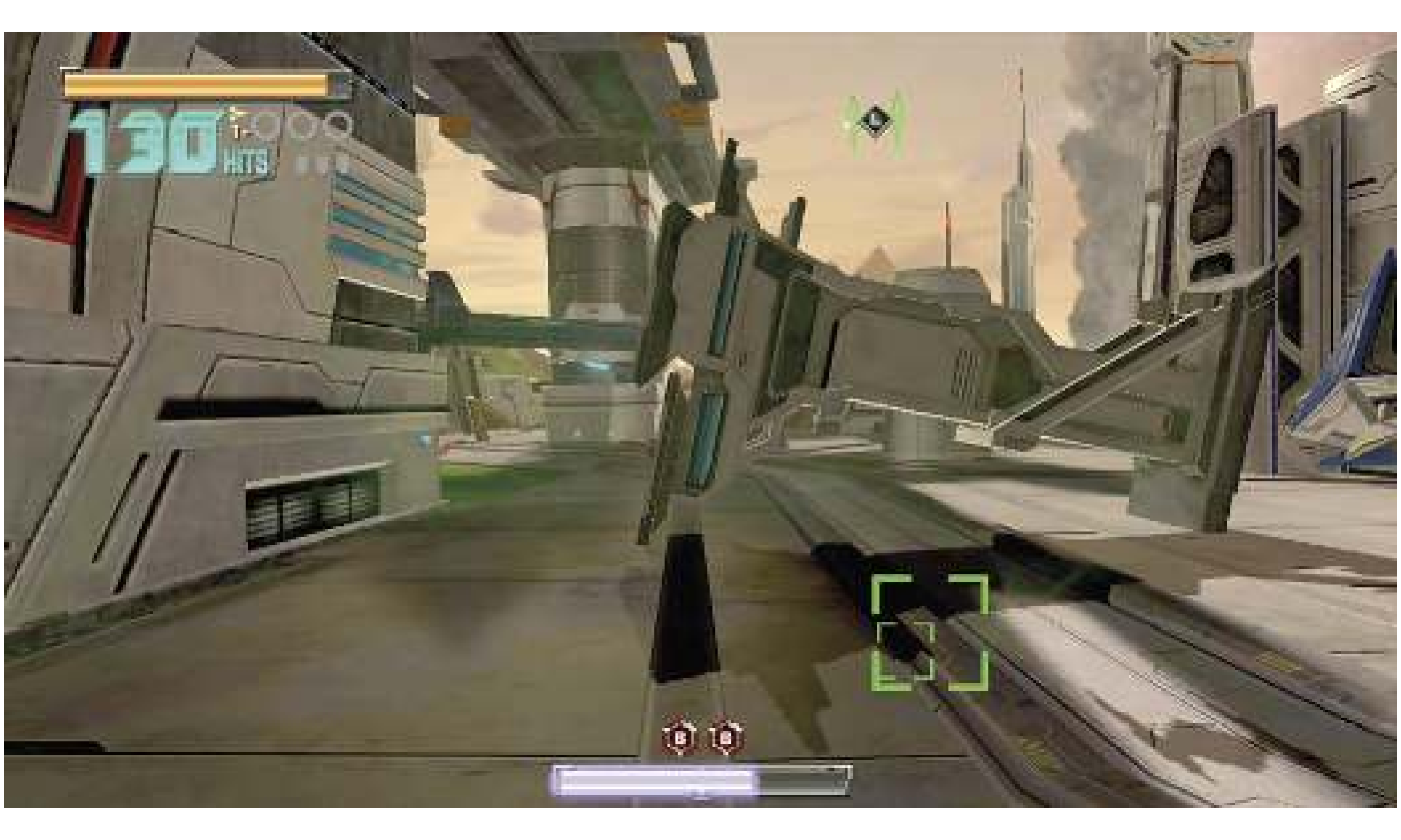
As you follow the drainage ramp out of the canyon, a Garuda on a ledge to the top-left opens fire, while numerous Mambo drones cause a distraction up the ramp.

They're spaced out just a tad too far for charge shots to be effective dispatching all of them at once, as is sometimes the case with enemy clusters (yet another place where accurate spreads of laser fire will clean out enemy forces faster than other methods).

4 Rising up from the canyon and heading into downtown Corneria City, you'll find a metropolis heavily occupied by tanks.



The stock Venom Tanks rumble about in here, along with the sturdier and more dangerous green ground tanks and flying red tanks. A Garuda mech seems stationed here to oversee things, though there are actually fewer Garudas in this section than you might remember from the first Cornerian invasion. Still, note the helipads that the Garudas toppled over early in the adventure; they're still knocked over, with Cornerian restoration currently taking a backseat to the war effort. If you fly under the first helipad on the right and somersault back over it for a loop-the-loop, you'll snag a secret laser upgrade. Pull another somersault on the toppled helipad slightly farther in the city, on the left, and you'll score a secret spare bomb.

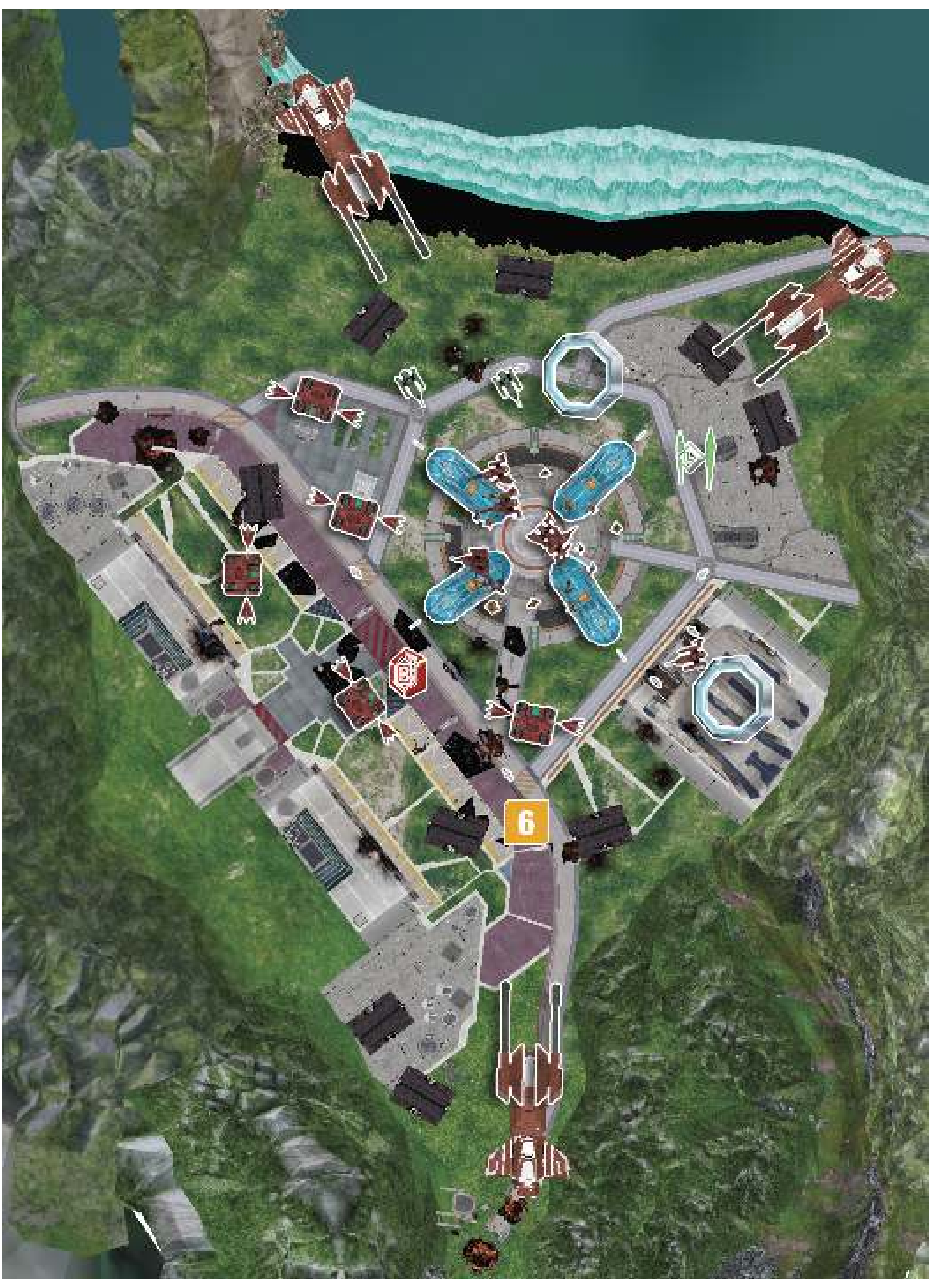


Under the covered sections just ahead, after the city proper, Peppy comes under fire and requires quick assistance if you want him to stick around in this mission (which you do). Tanks, Dragon fighters, and Invader III bombers attack in this grassy section, before the path briefly snakes back into rocky twists ahead. Over the rocks ahead, you can see the tower, with an ominous portal above it…

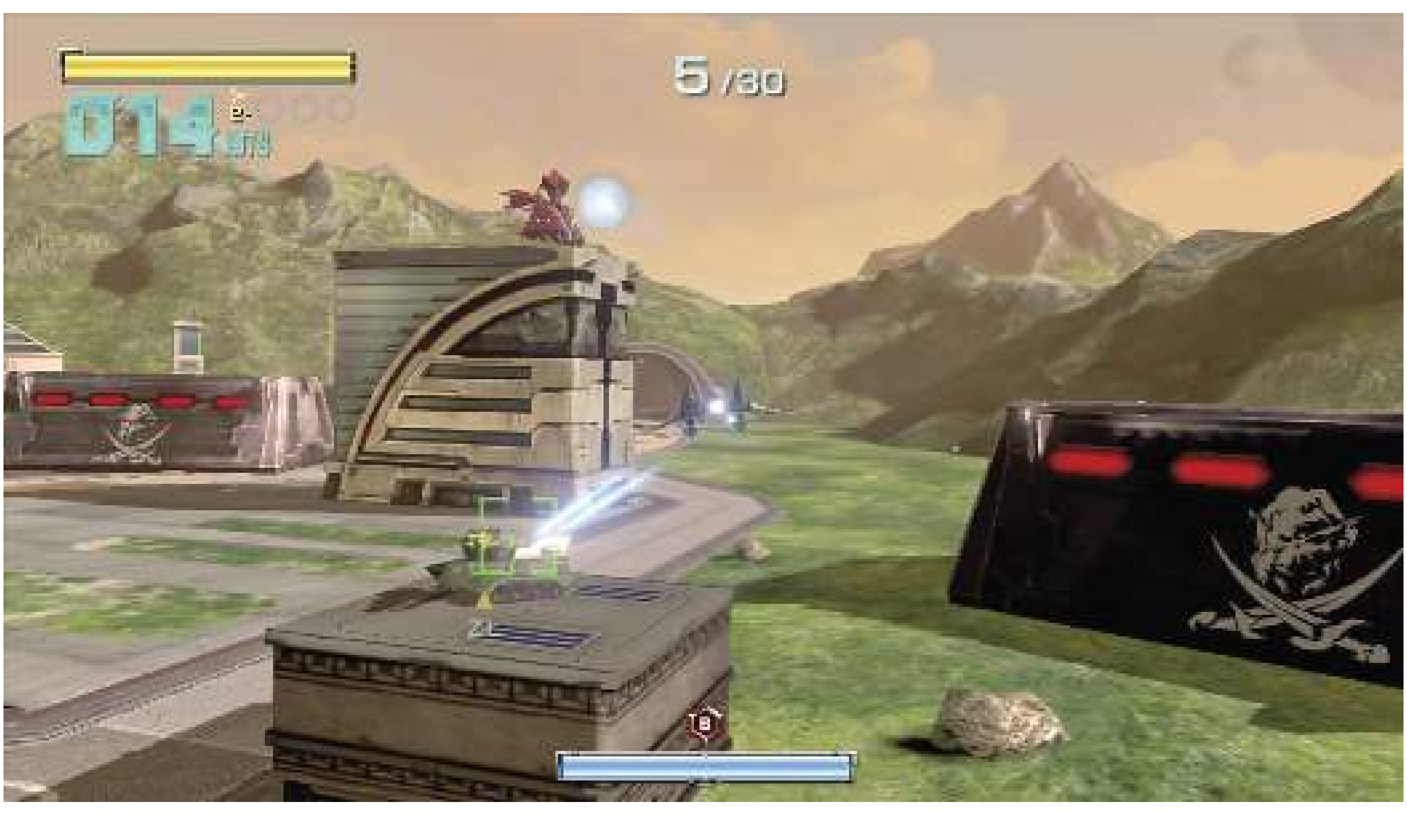
5 As you fly above this rocky river, a formation of Flip Bots attacks, spewing ring lasers like the Mother Strider.

Past them, as the canyon tapers, you come upon a couple turrets, and then a real surprise: several Sawsharks coming through the river and around the corner here, attempting to smash directly into you in the small space. If you're outfitted with twin or hyper lasers, you should be able to take them down, despite their sturdiness—just open fire as soon as you see each Sawshark, and don't stop firing until each is smashed (likely just as they're about to hit you). You have enough time to fully deplete all their shields, adding lots of hit score. Of course, Sawsharks, despite their bulk, make narrow enemies, so you can also simply tilt the Arwing and fly through the canyon gap around them, though there's no hit score in that. If you get behind on keeping up with the Sawshark parade, you can set off a bomb in their path, which will destroy the next two or three that move into the splash damage zone.

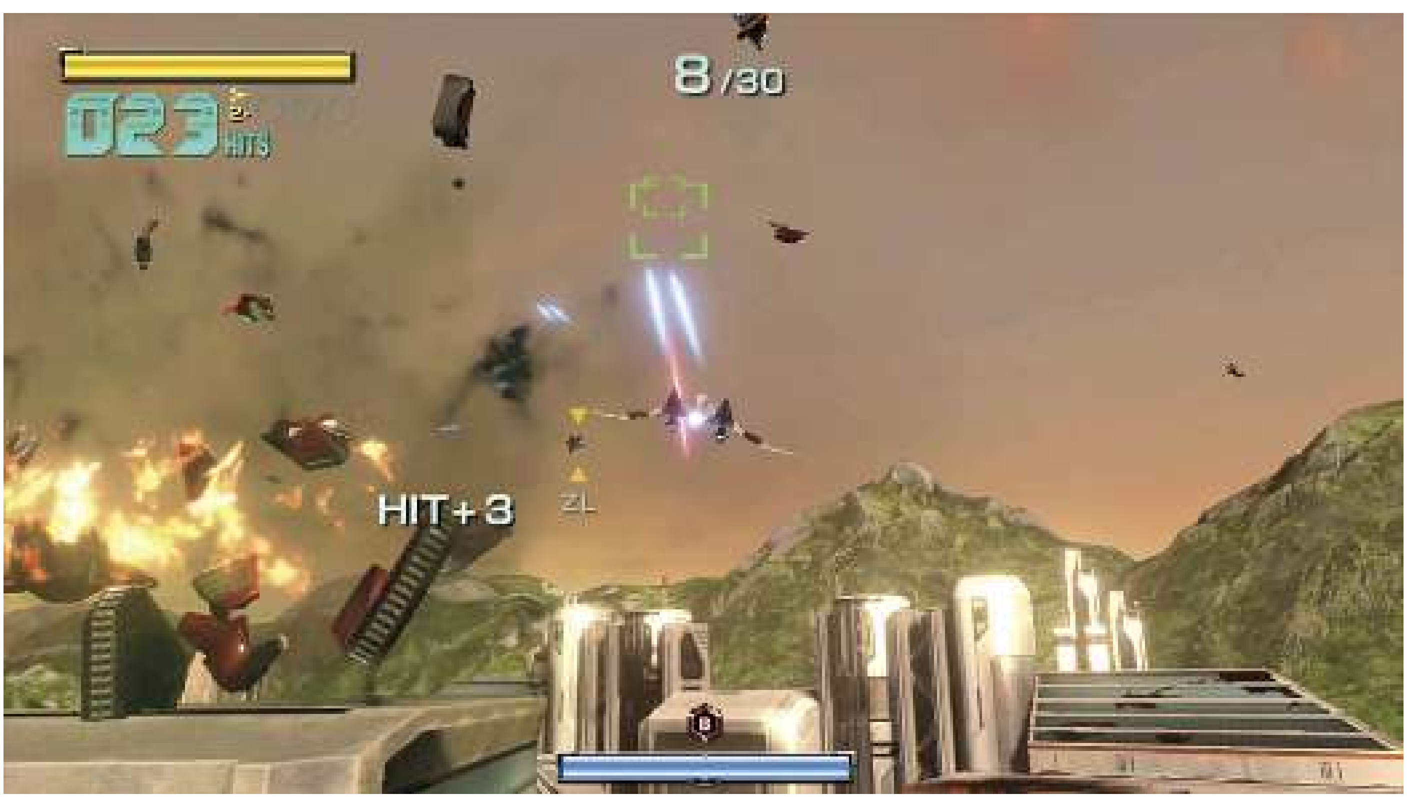
Phase 2: The Tower's Secret



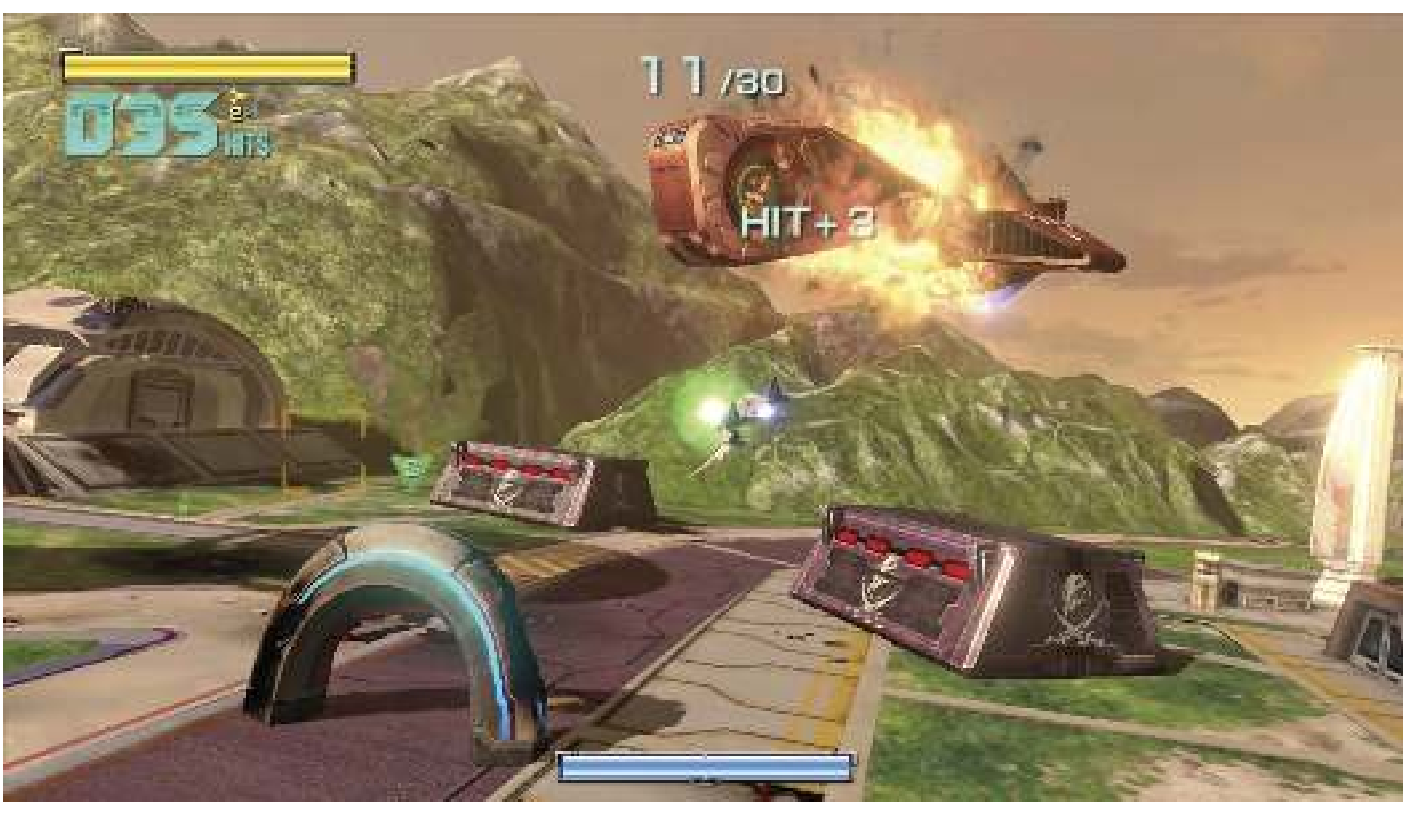
6 You've arrived at the tower again, but this assault makes the previous one look almost friendly. Andross is bringing it hard, with three Colby battleships and four Alpaca tanks closing in on General Pepper, along with countless smaller fighters. Tanks and Garudas have taken up raised positions all over the area, and more forces are pouring from the portal above the tower all the time.



A quick scan of the area shows that you aren't without resources to fight back, though. Obviously the fastest way to take out Colbys is to bomb them, and there happen to be several bombs spread around the grounds here, either under the arches south of the tower, or set up on some of the perches that Garudas and green tanks are using. Whether you're just replenishing your stock after turning the Colbys into toast or you're resupplying your bombs for other targets, don't let them go to waste with all these baddies about. The first Garuda on the ground directly in front of you drops a laser upgrade once destroyed.



You'll need to clear as many enemy units as possible off the tower grounds. The obvious place to start is with the heavier units, the Alpacas and Colbys, but afterward you'll want to take out all the Garudas and tanks on lookout duty, too. The aircraft (and land-roving Mono Roaders) that are here can't compare to those forces for firepower (though you can of course still take them out when convenient to bolster hit score). After 1 minute and 45 seconds, Phase 3 will begin.

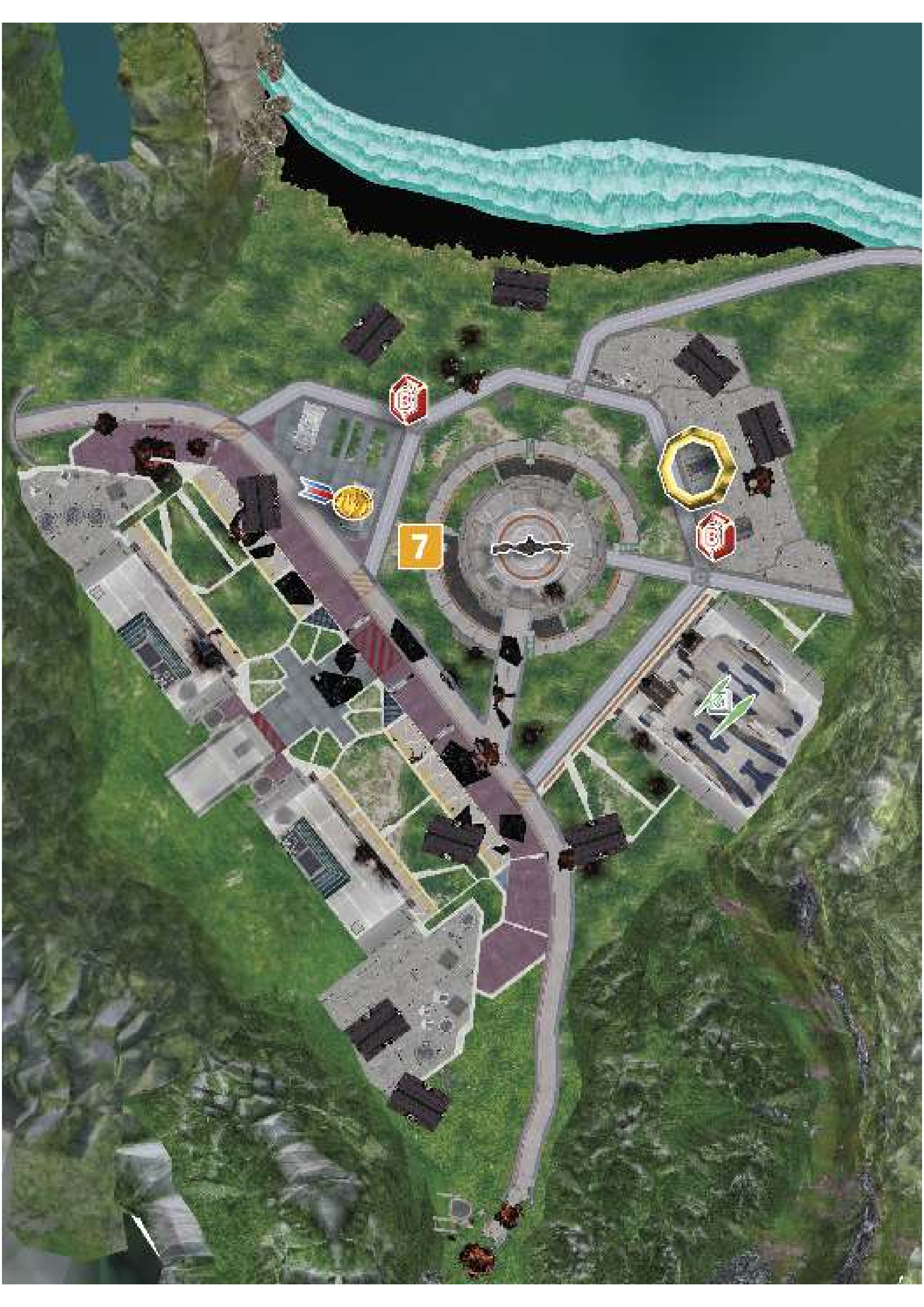


DEFEAT 30 ENEMIES

During Phase 2, you only have 1 minute and 45 seconds. If you manage to defeat 30 enemies before the phase ends, a collectible medal is unlocked.

Corneria - Hidden Plans

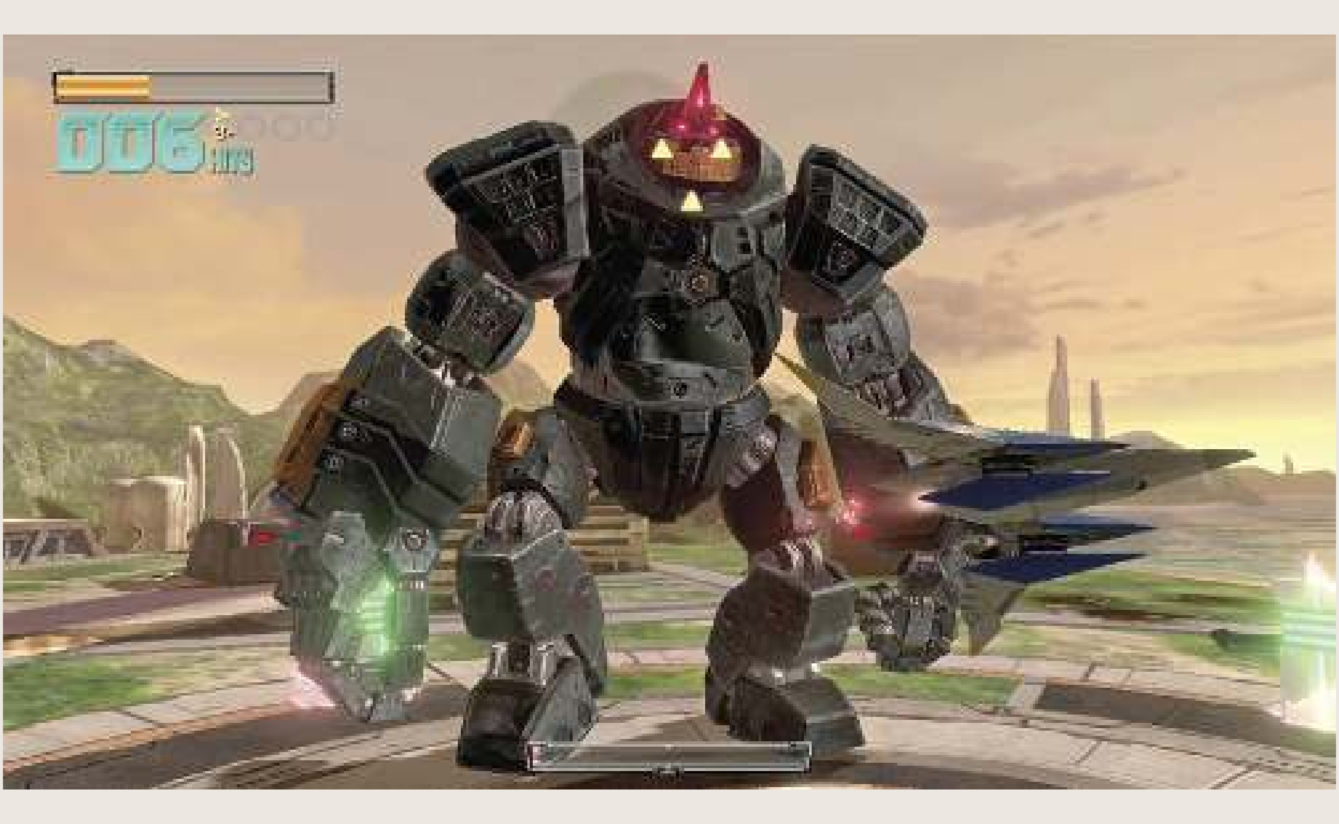
Phase 3: The Gigarilla Returns



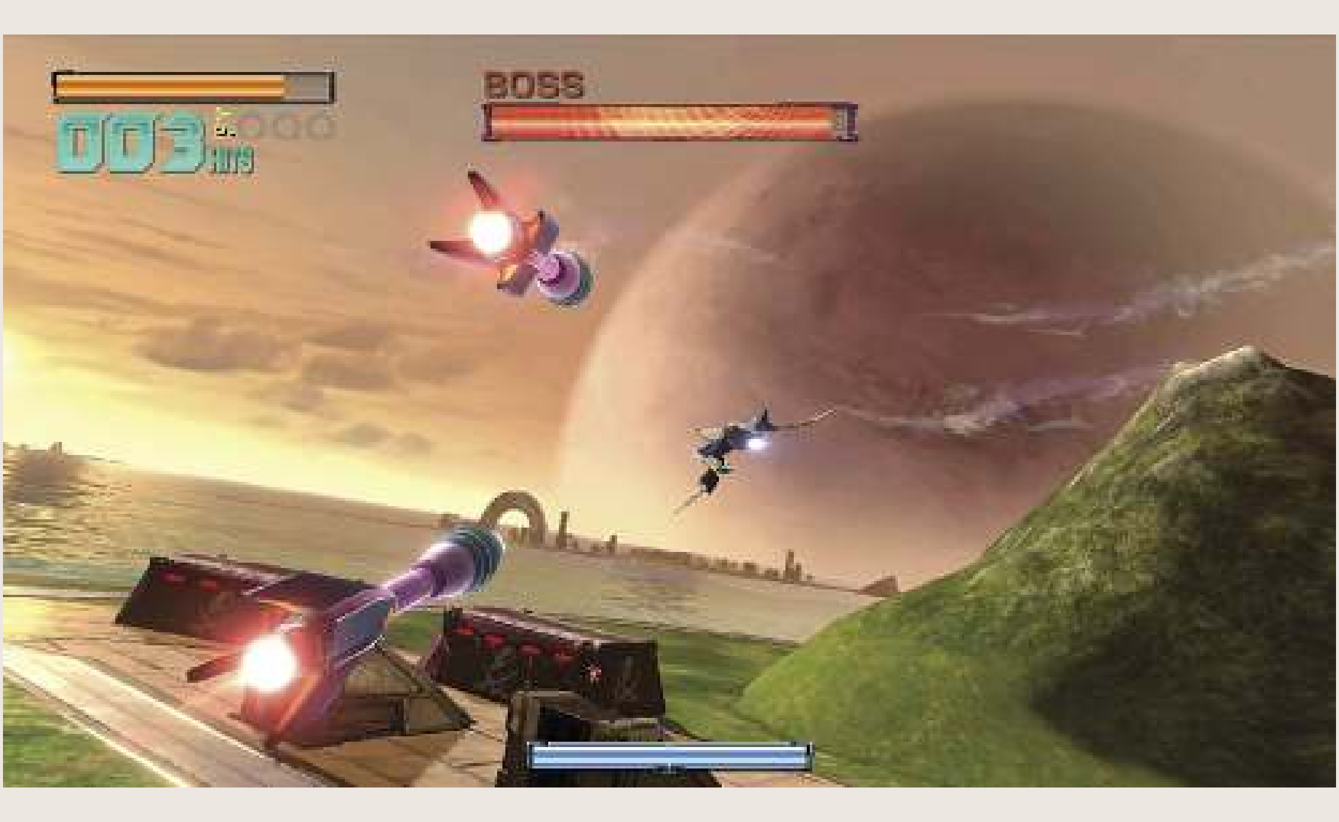
CAUTION

7 The Gigarilla ends up being a Trojan gorilla of sorts—Andross's forces have regained control of their giant robot, and they're using it to assault Corneria. You must take down the same super weapon you once helped protect.

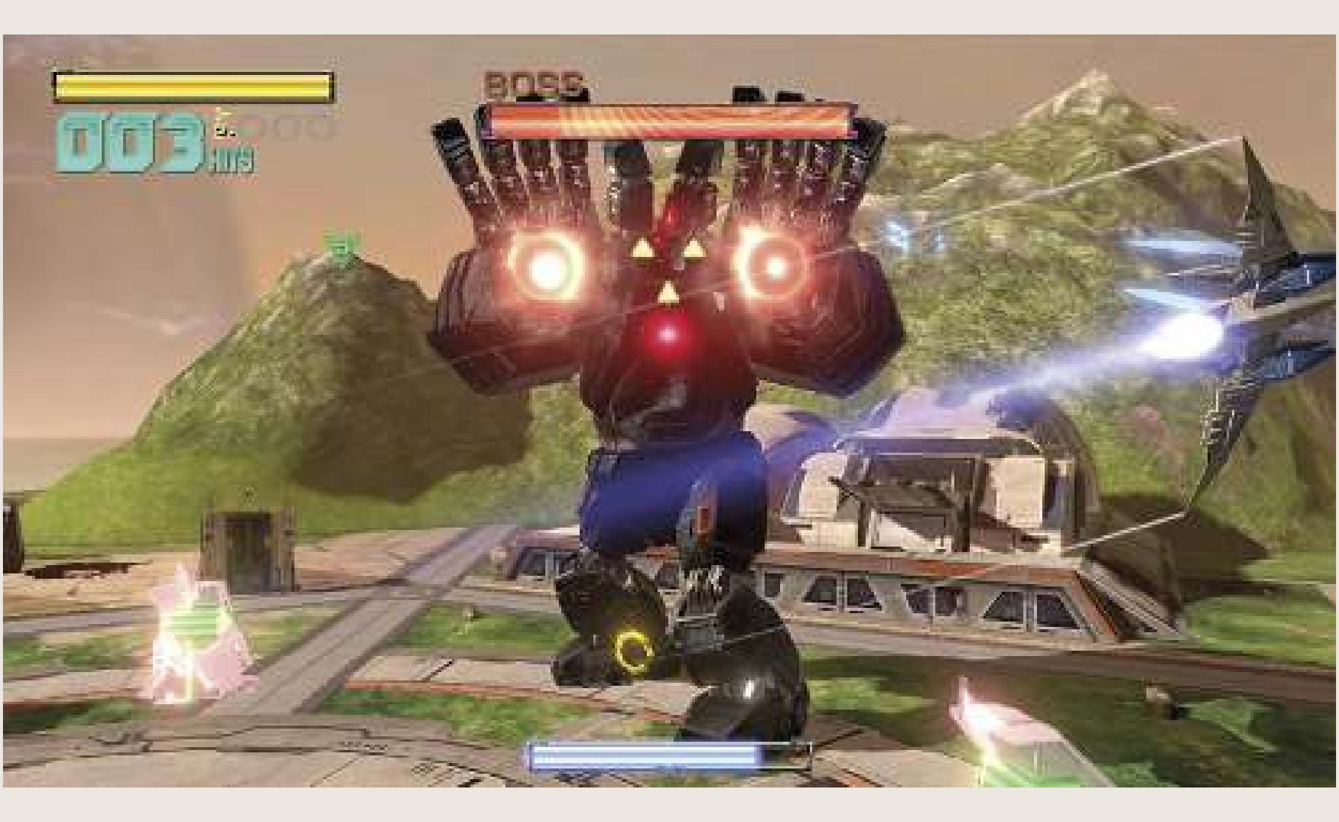
The Gigarilla stomps around tower grounds and attacks with an array of moves it didn't have yet in Area 3.



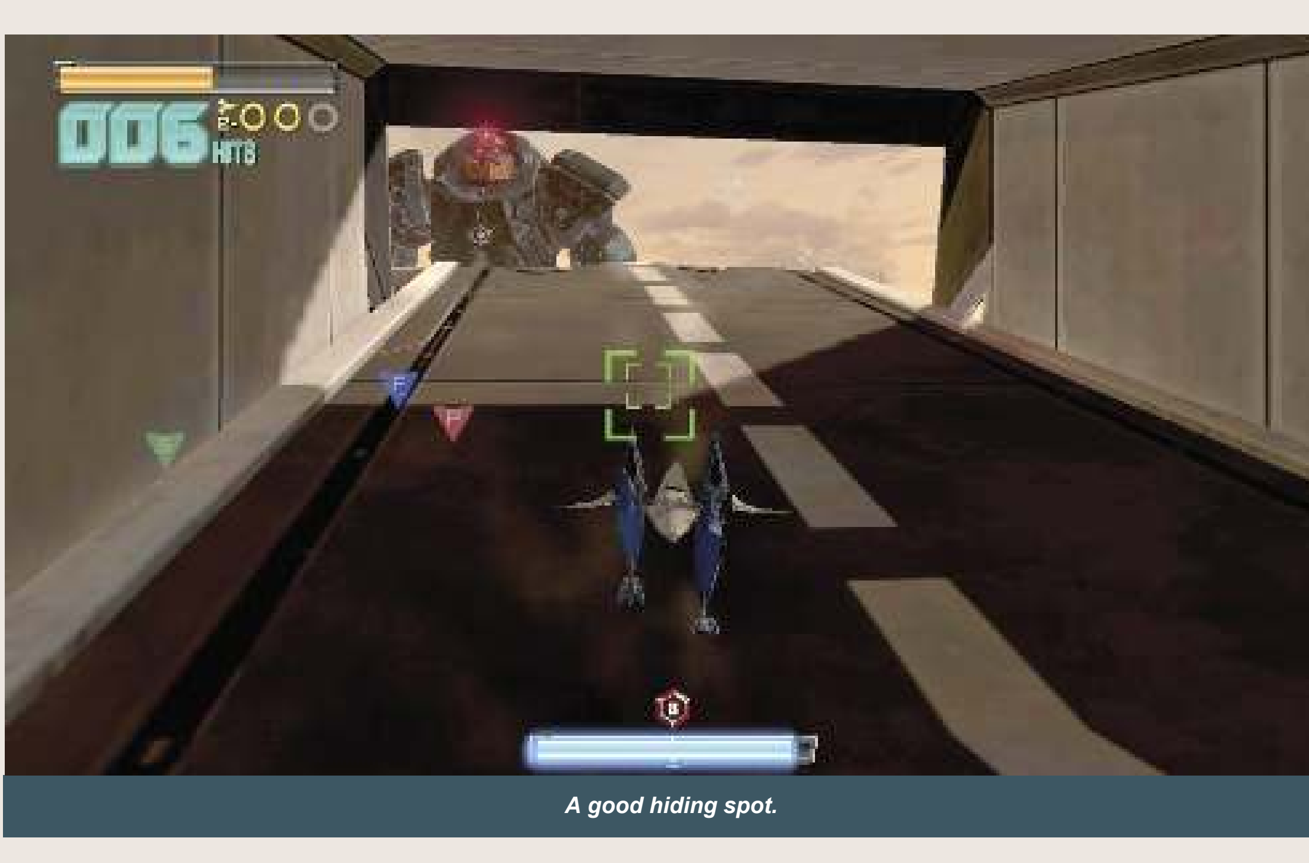
The Gigarilla may hold its arms upward, signaling it's going to fill the air with a rain of homing missiles that will all fall toward you.



It may also point both palms out in your direction, a little warning before Gigarilla starts unloading energy bullet after energy bullet at the Arwing with surprising accuracy. After a few seconds of on-target fire directly at you, the boss will transition to a sweeping fan of fire.

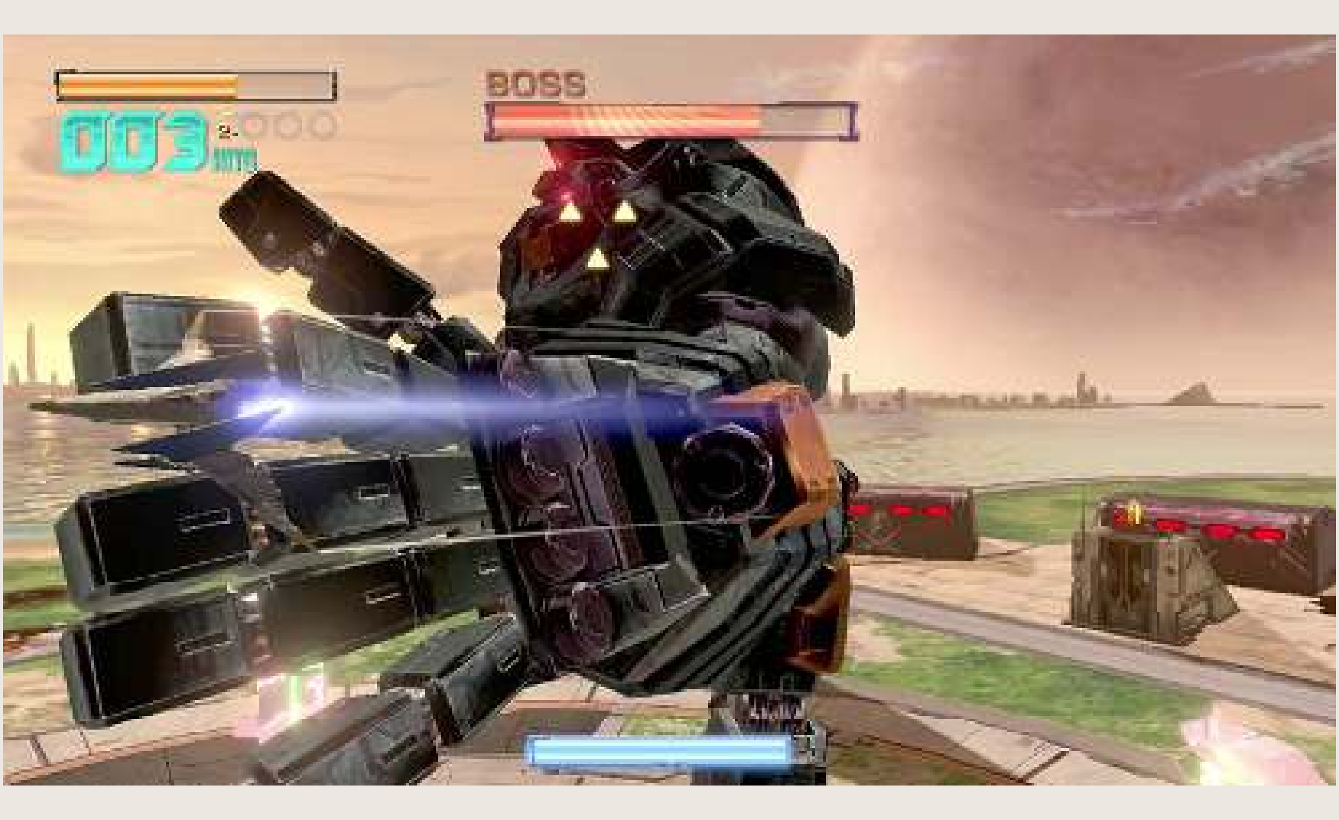


Either of these projectile attacks force you to deal with them one way or another. With the bullets, you're forced to fly quickly, trying to dodge them and swing around behind the Gigarilla. With the missiles, you need to spend a little time shooting them out of the sky (perhaps even right as the boss releases the missiles, if you're in a decent position for that), or hiding behind an obstacle they won't navigate around. The squat building with a corridor through it situated near the foot of the tower makes a good place to hide if you want to simply wait out storms of bullets/missiles. You can also find a laser upgrade in there, too.



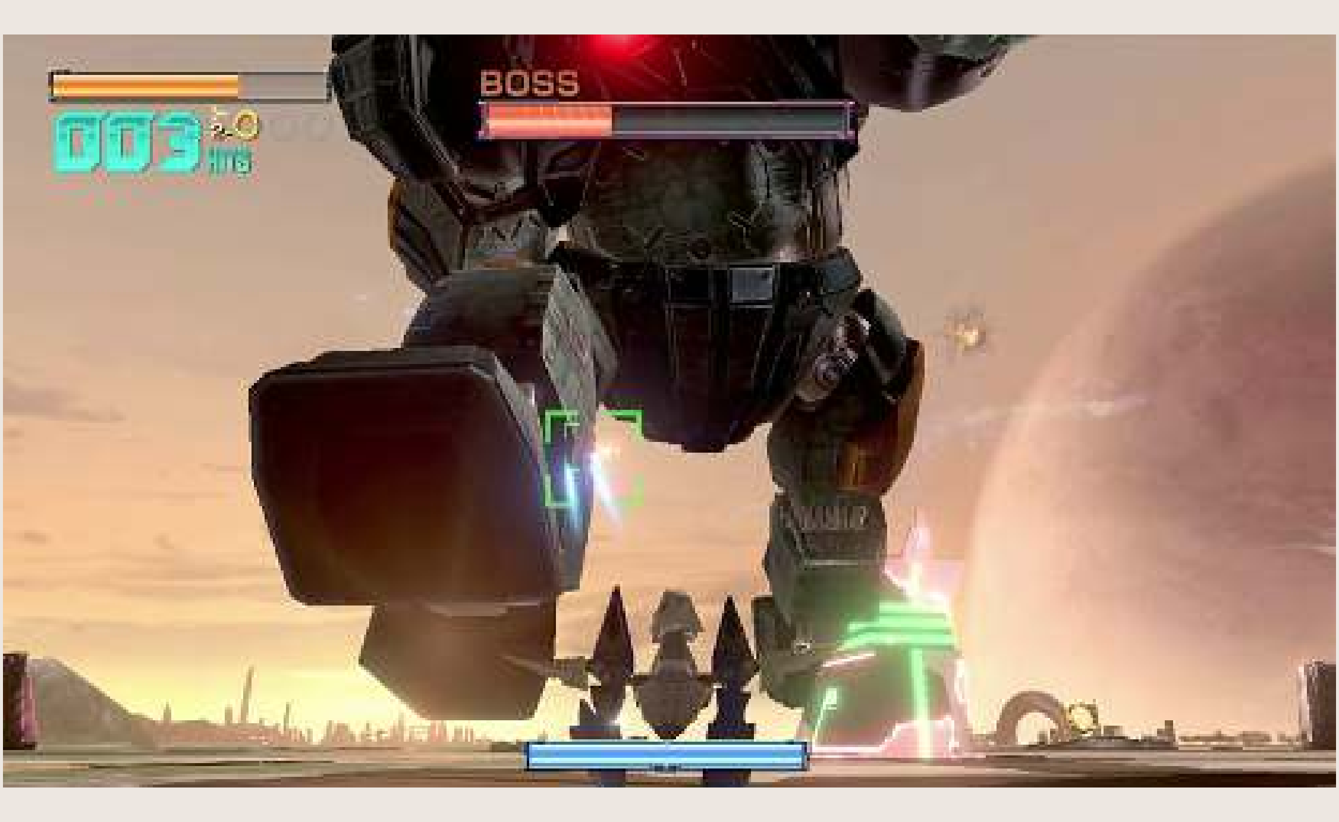
A good hiding spot.

BOSS
003 HITS

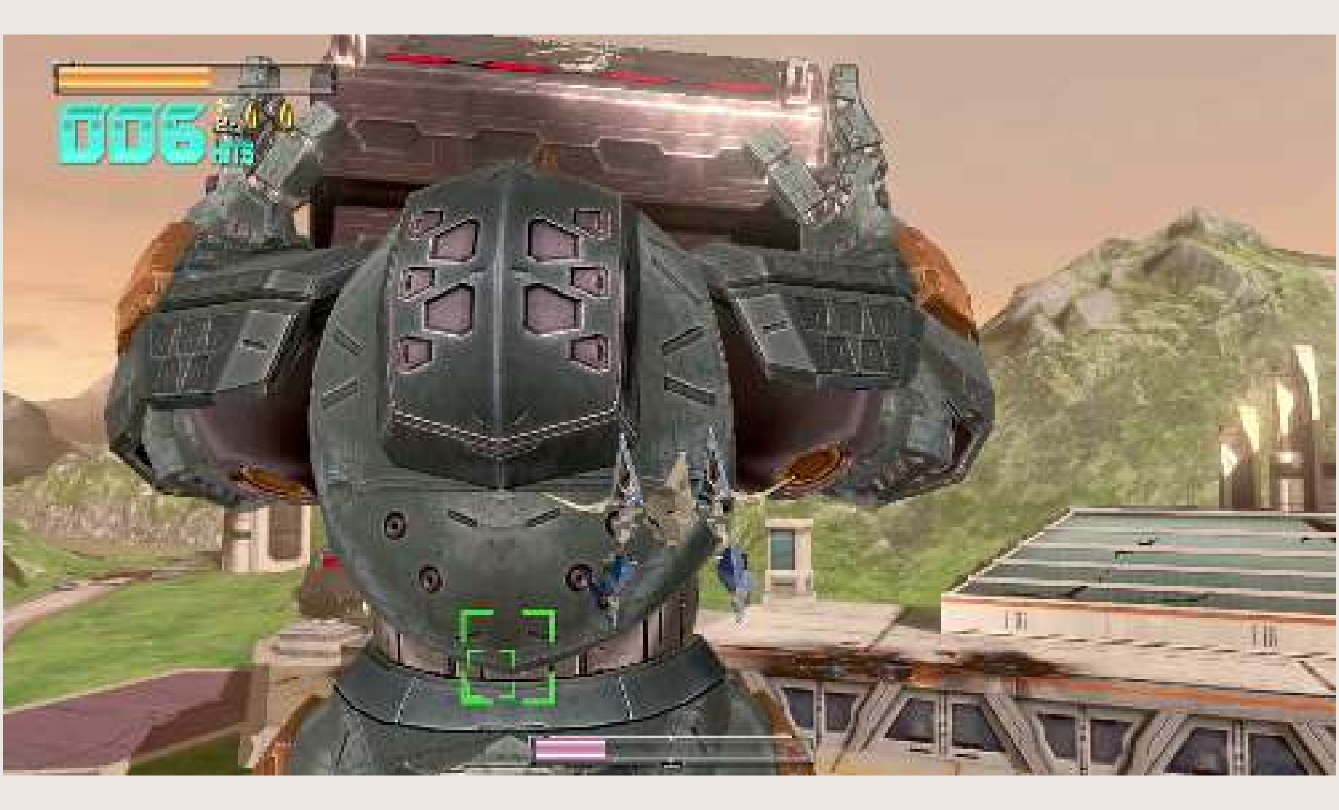


Just like in Area 3, the Gigarilla still has his bulk. If you're flying anywhere above knee level too close to the Gigarilla, it may unwind a withering backhand slap capable of absolutely clobbering an Arwing that happens to be in the way. If you're flying too close below its knee level, it can stomp once or repeatedly, with about the same consequences on contact as with the backhand. The short version is that the Gigarilla scoring a direct physical hit is extremely bad news, so avoid it at all costs. Even if it means getting creative—when flying too close to one side of the Gigarilla, you may notice it readying one of its nasty swings, so you boost directly at the Gigarilla, flying bravely through a gap in its frame somewhere (like under the legs, or between an arm and the torso).

BOSS
003 HITS

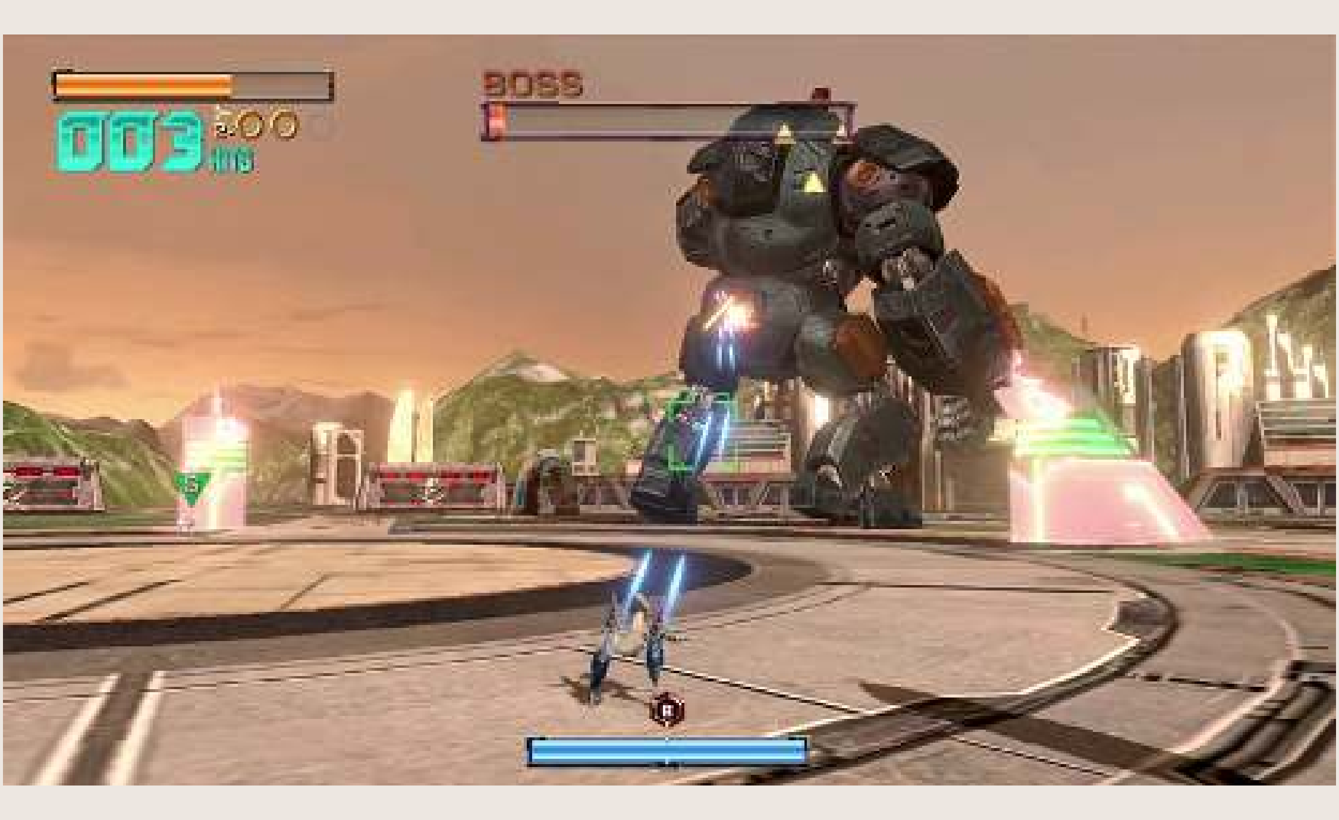


This is also true against its sprinting tackle and its object toss maneuvers. When you see it assume a runner's stance, be warned that it's going to run across the tower grounds in a flash, hoping to slam into you with any portion of it, like a building running toward you. If you don't simply fly wide of the boss immediately, you can also fly straight at it here, passing low through the legs, wide around the torso, or high over the shoulders.

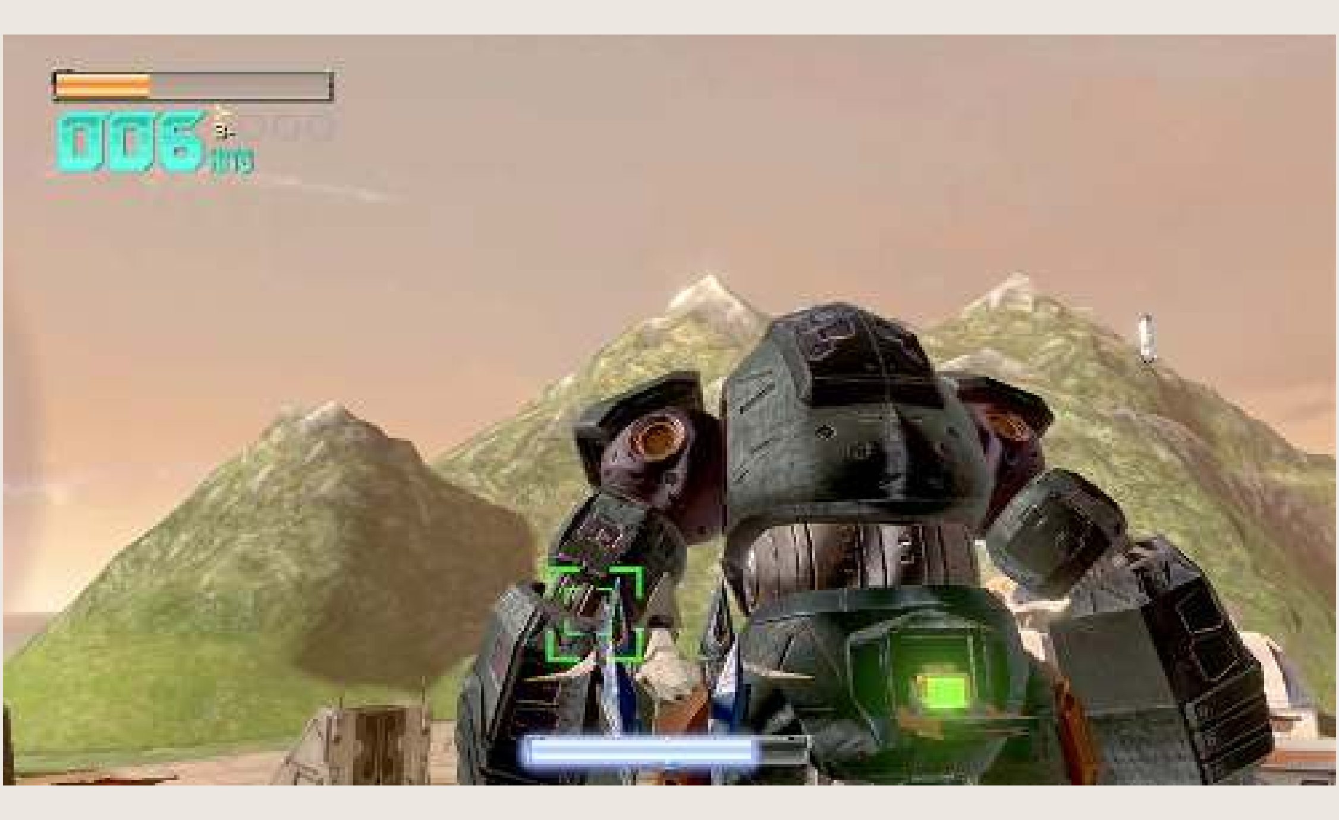


When it lugs a container, as you probably saw it doing in Area 3, you should be similarly ready. Dive low and boost toward the Gigarilla and its attempt to peg you will fail, as the object lofts over you. Also like Area 3, the Gigarilla's structure-scooping tendencies reveal power-ups you can't get to otherwise. A collectible medal is also revealed when Gigarilla walks or runs into a large square building—the medal will appear floating in the debris.

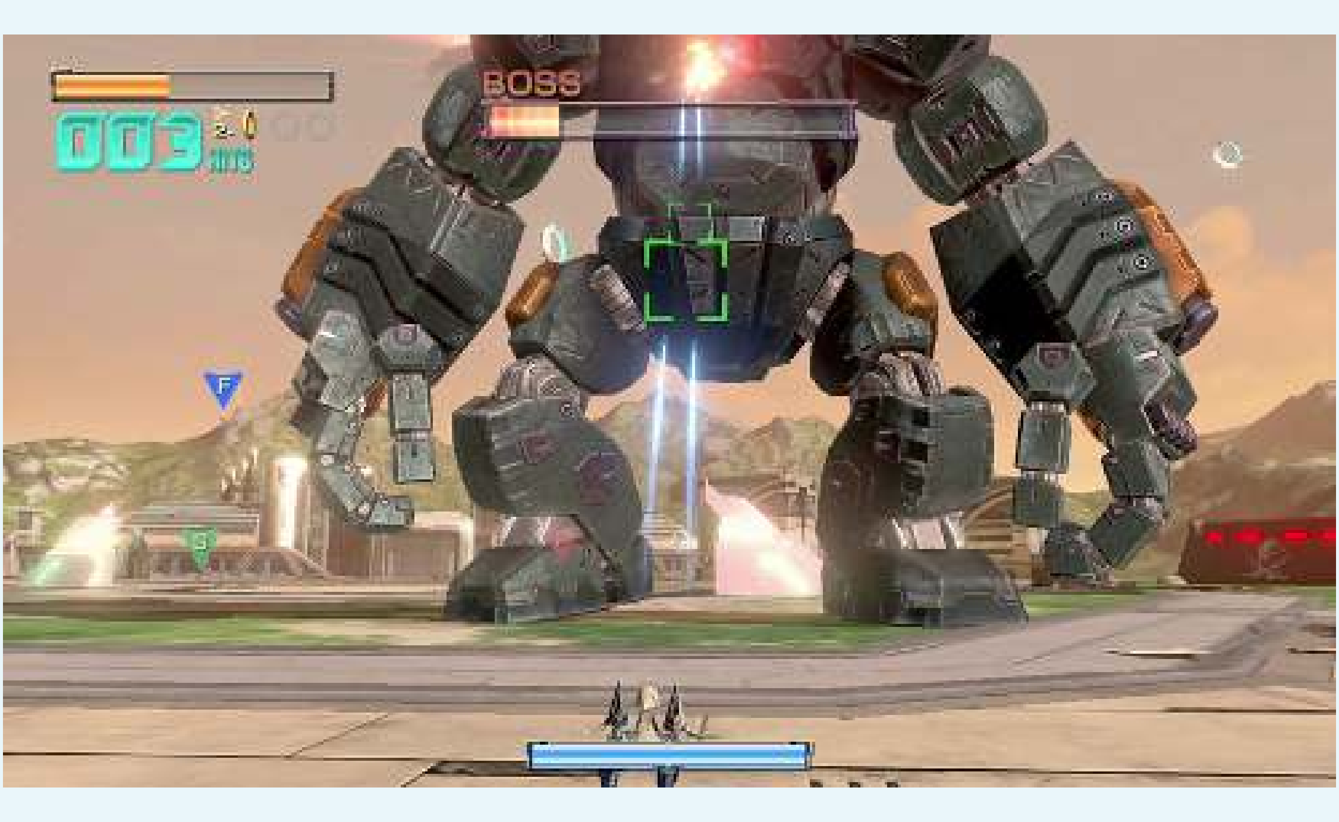
So what about damaging the Gigarilla? You might notice a clue on its backside, where the terminal you accessed in Area 3 is blocked with panels crossed in an X. You must move around behind the Gigarilla and get a clean shot on the X, slowly whittling away at it to break it off. A good way to get some time to shoot at this spot is to boost wide around the Gigarilla near the end of one of its attacks. It usually spends a few seconds gathering itself for a new course of action after one of its moves, so you can take advantage if you're quick. If you're too close as you wail away at the vulnerable point, expect the Gigarilla to swing around with its powerful backhand, which can be a nasty surprise if you didn't plan for evasive action after your laser burst.



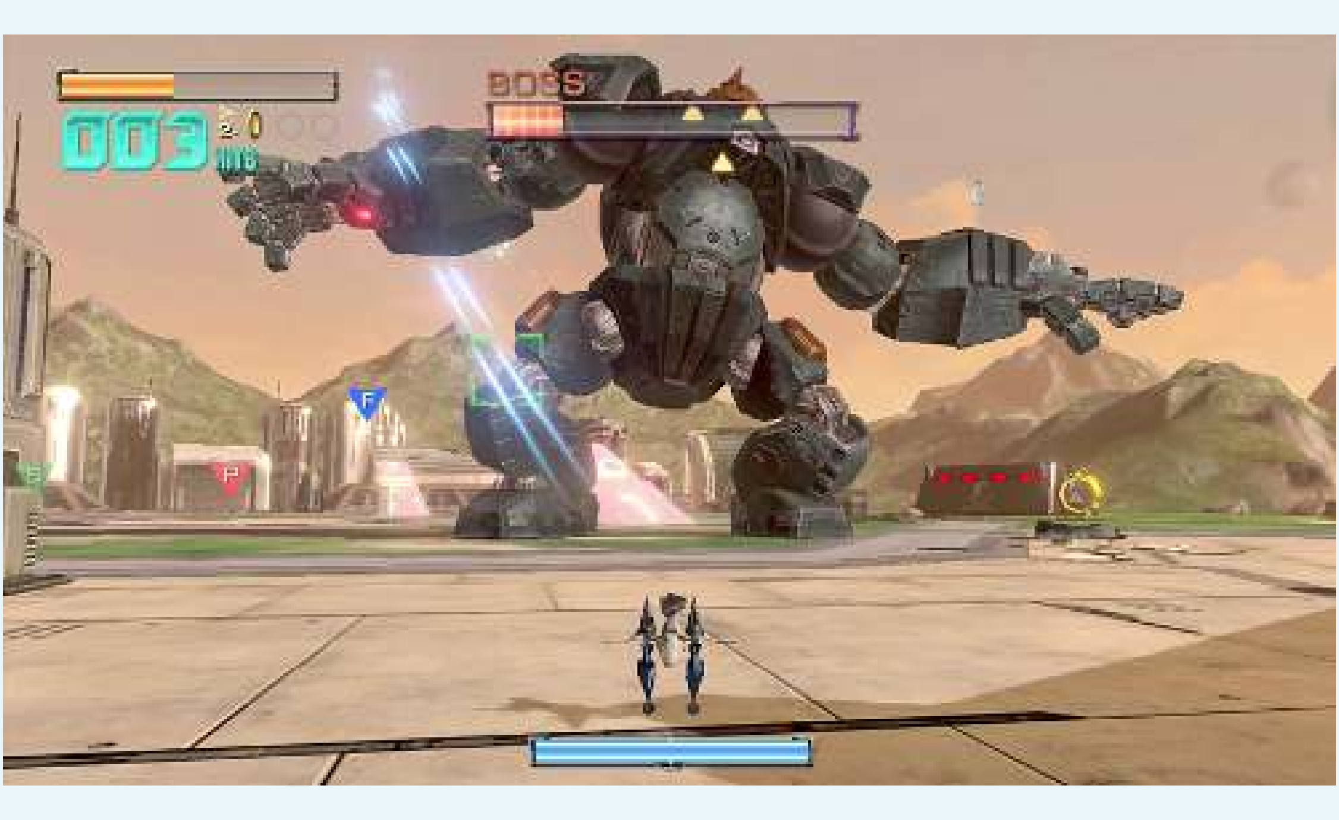
Once you've damaged the weak point sufficiently, the patches fall off and reveal the same terminal you accessed to turn the Gigarilla on in Area 3. Now you'll have to do that again, although this time you must land on the little platform on its back while it's actively trying to attack, rather than while it's sitting inert and restrained. Remember that it usually pauses following an attack, and try to maneuver around behind it during one of its moves. This gives you the most amount of time to try flying toward its back, transforming to Walker in mid-air, then floating and hovering carefully onto the ledge. With the hack completed, the Gigarilla is pacified and Corneria is saved anew. Now, what was General Pepper's plan to get to Venom?



MONKEY BUSINESS



The Mission Accomplished medal here comes from breaking every part of the Gigarilla that can be broken. This includes the red glowing spots on its chest and on both palms. The chest spot is fairly simple to get to, but the hand spots require either that you're very brave (returning fire while Gigarilla has its palms forward and is shooting a rain of projectiles at you) or that you get good positioning behind the Gigarilla while it's taking a breather between huge swings. From behind, with the Gigarilla's hands hanging down at its side, you can shoot the red palm spots cleanly. If you do opt to go toe-to-toe with its hand cannons, try out Walker mode, which can sidestep the incoming barrage repeatedly while shooting back.

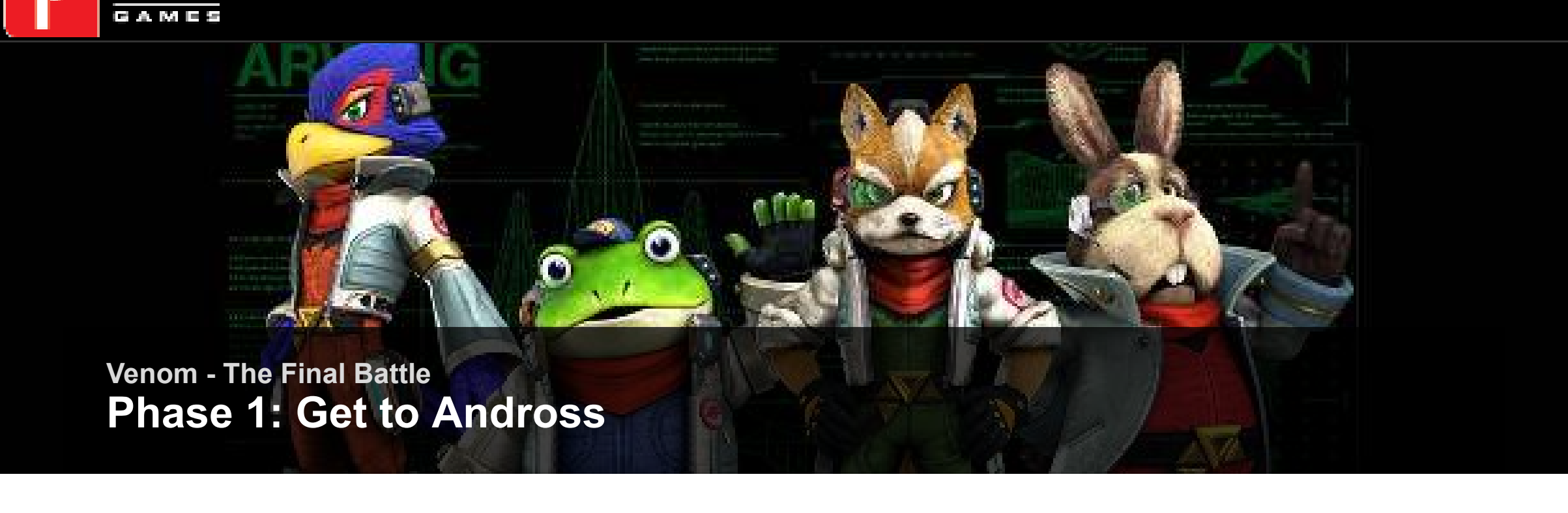


Venom - The Final Battle

Introduction

Everything has led to this. After the events of the return to Corneria City, Fox and General Pepper have found Venom after all. The problem is, they haven’t brought any help! Fox must follow in his father’s footsteps, investigating Venom for the good of Corneria and the wider Lylat System. But James McCloud at least had Peppy Hare watching his back. Fox doesn’t have anyone…

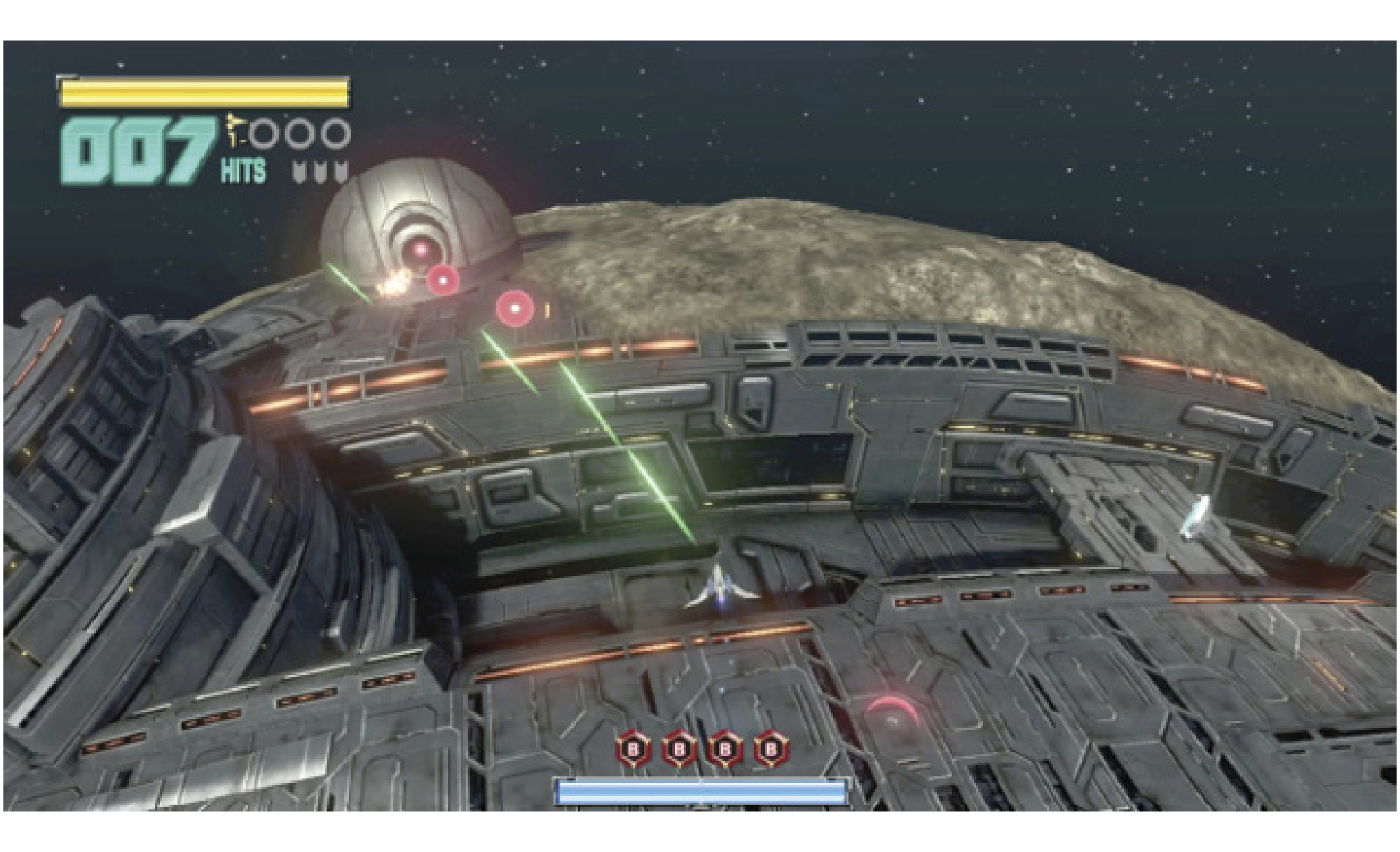
Mechanized Planet
Venom
The Final Battle



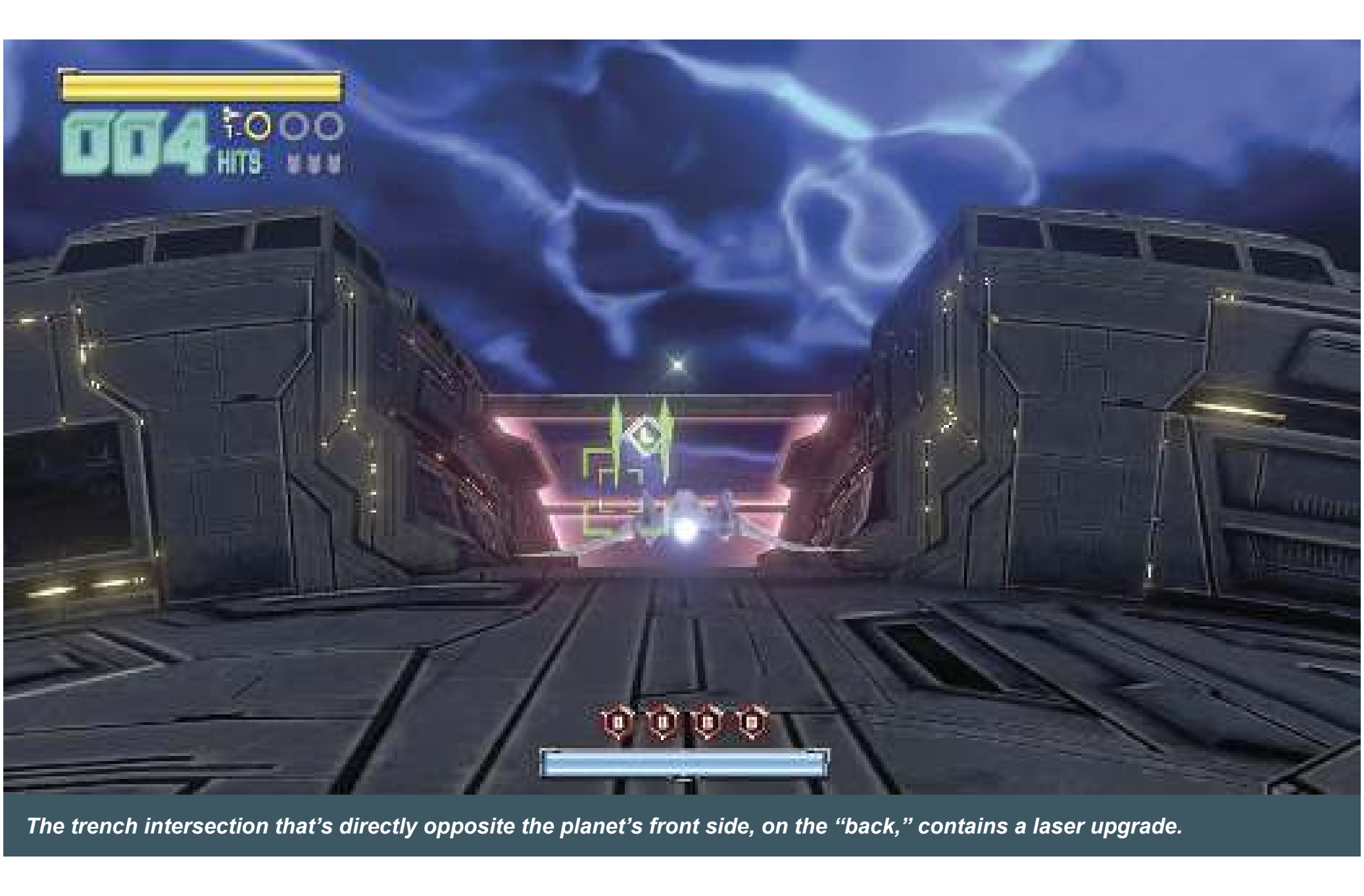
Venom - The Final Battle

Phase 1: Get to Andross

1 Upon arriving on Venom, you're free to explore. Hold ZL and examine focus view for a pulled-back perspective that helps you keep track of where you are along Venom's curve.

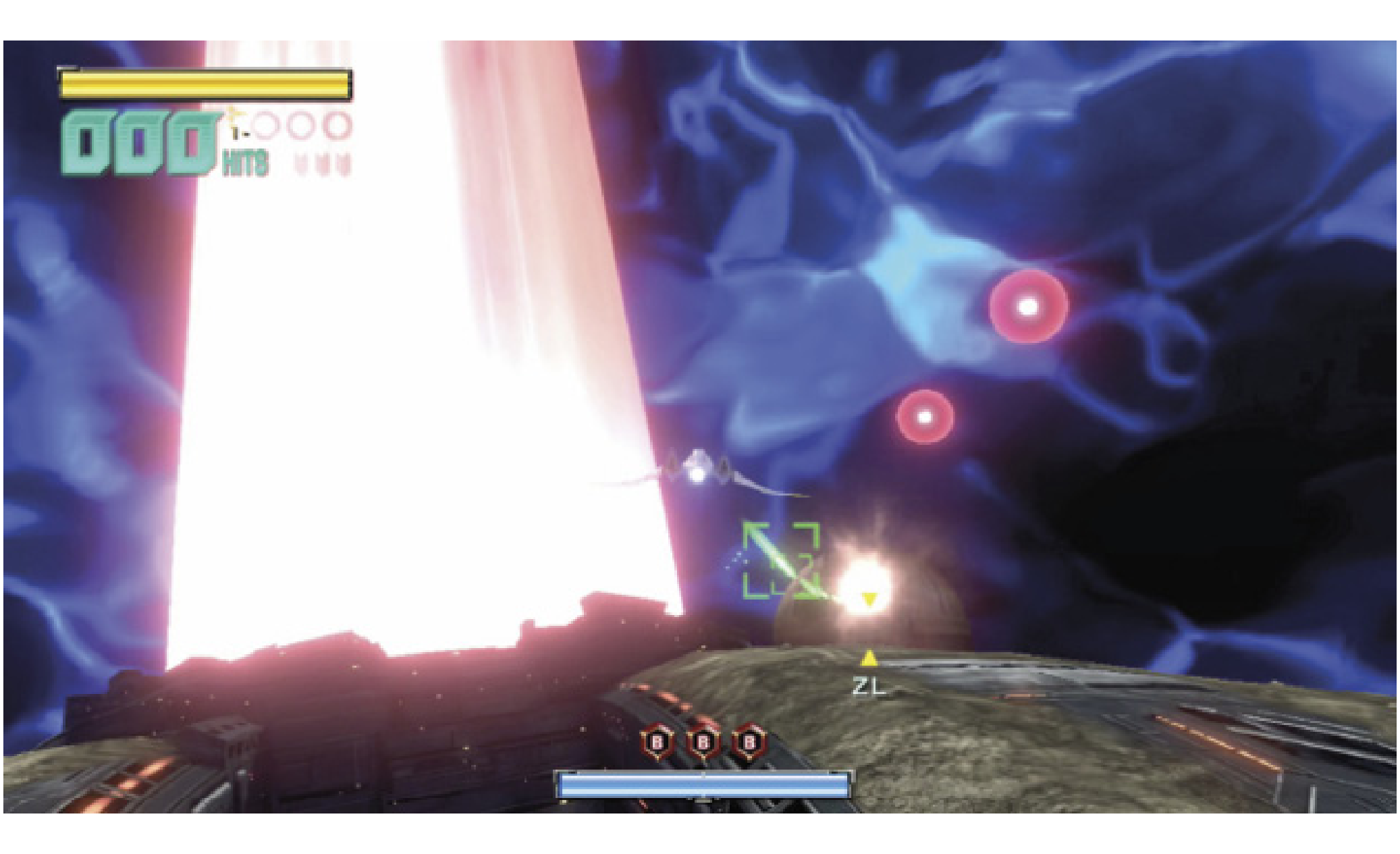


Venom itself turns out to be a massive planetoid, not quite a fully-fledged planet. And it seems to be totally artificial! Andross's home world seems to double as his battle station. Venom's surface is laid out around a large pit that emanates energy. To help navigate the globe, think of this pit as the "front" of Venom, like the iris of an eyeball. Extending away from the pit, Venom is scored with two trenches that ring the circumference, and its surface is dotted with extra-large versions of the omnidirectional turrets that are by now a familiar sight.

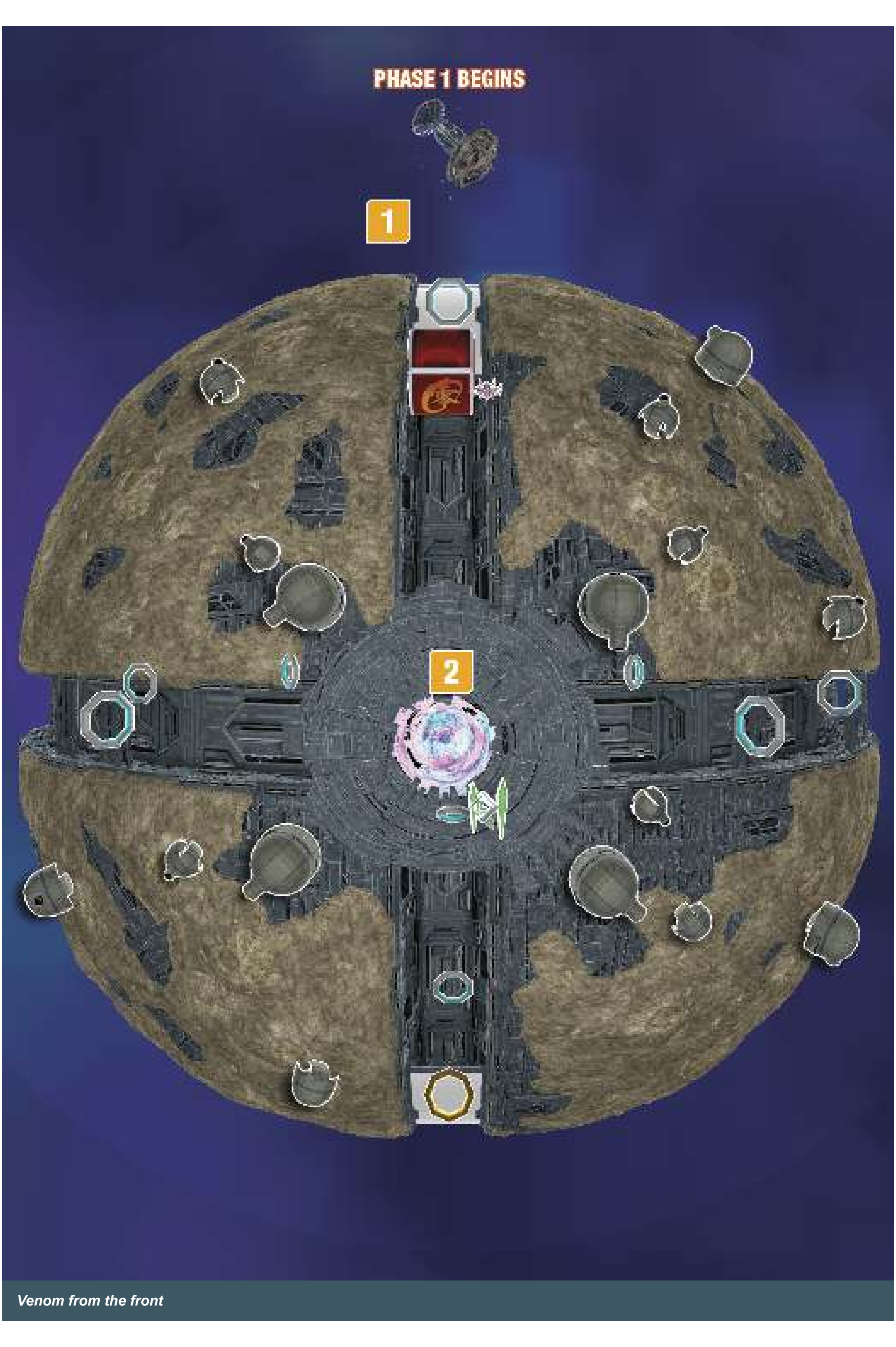


The trench intersection that's directly opposite the planet's front side, on the "back," contains a laser upgrade.

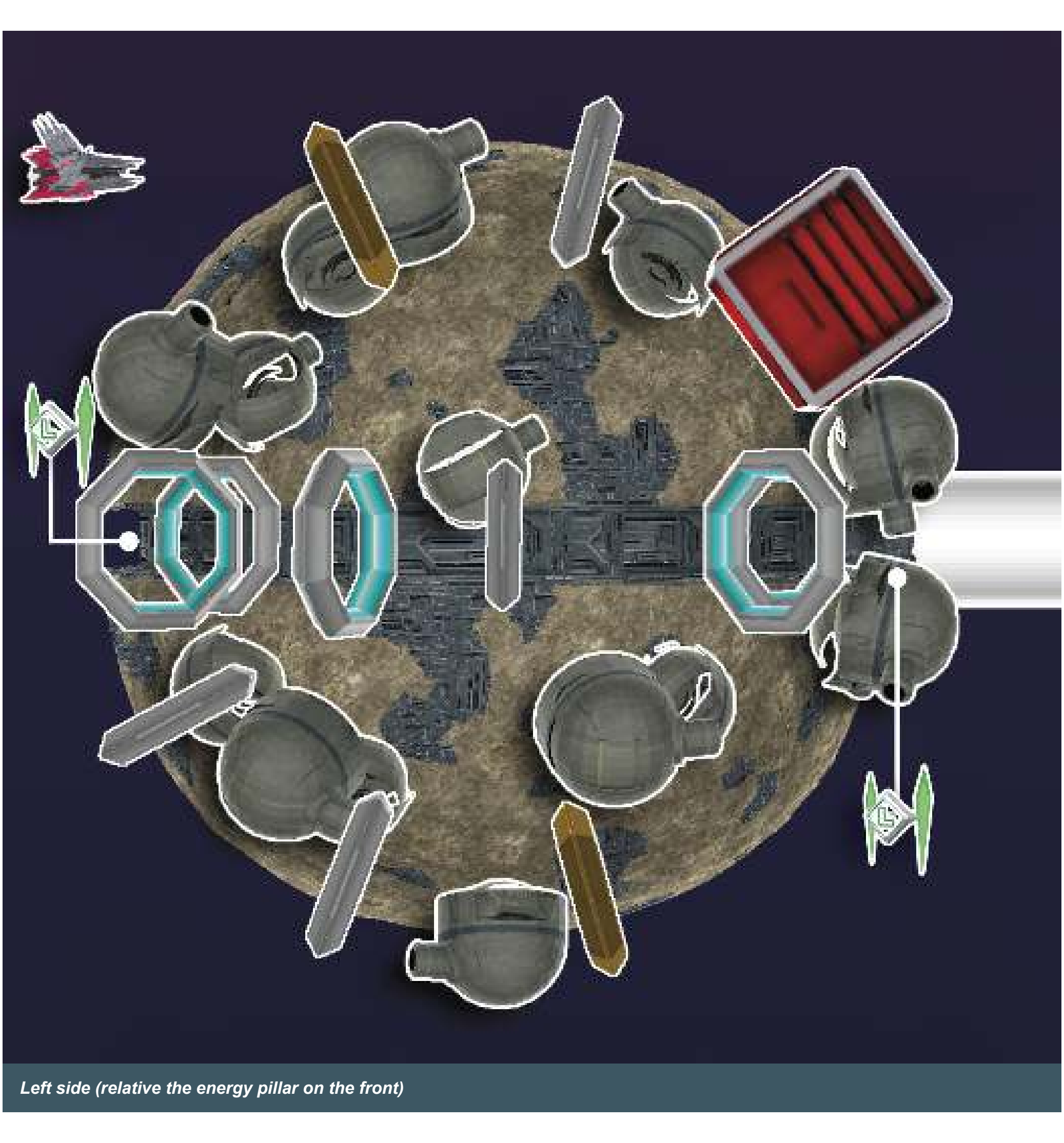
The trenches are covered in places by transparent coverings, so that if you travel through them, you can't pull up and out until you find an opening. There are also exposed energy beams and pulses moving through the trench hallways in places (though they're avoidable by staying as low as possible in the trenches). The trenches can still be worth exploring, since they contain silver and gold rings, allowing you to take a breather and repair your shield.



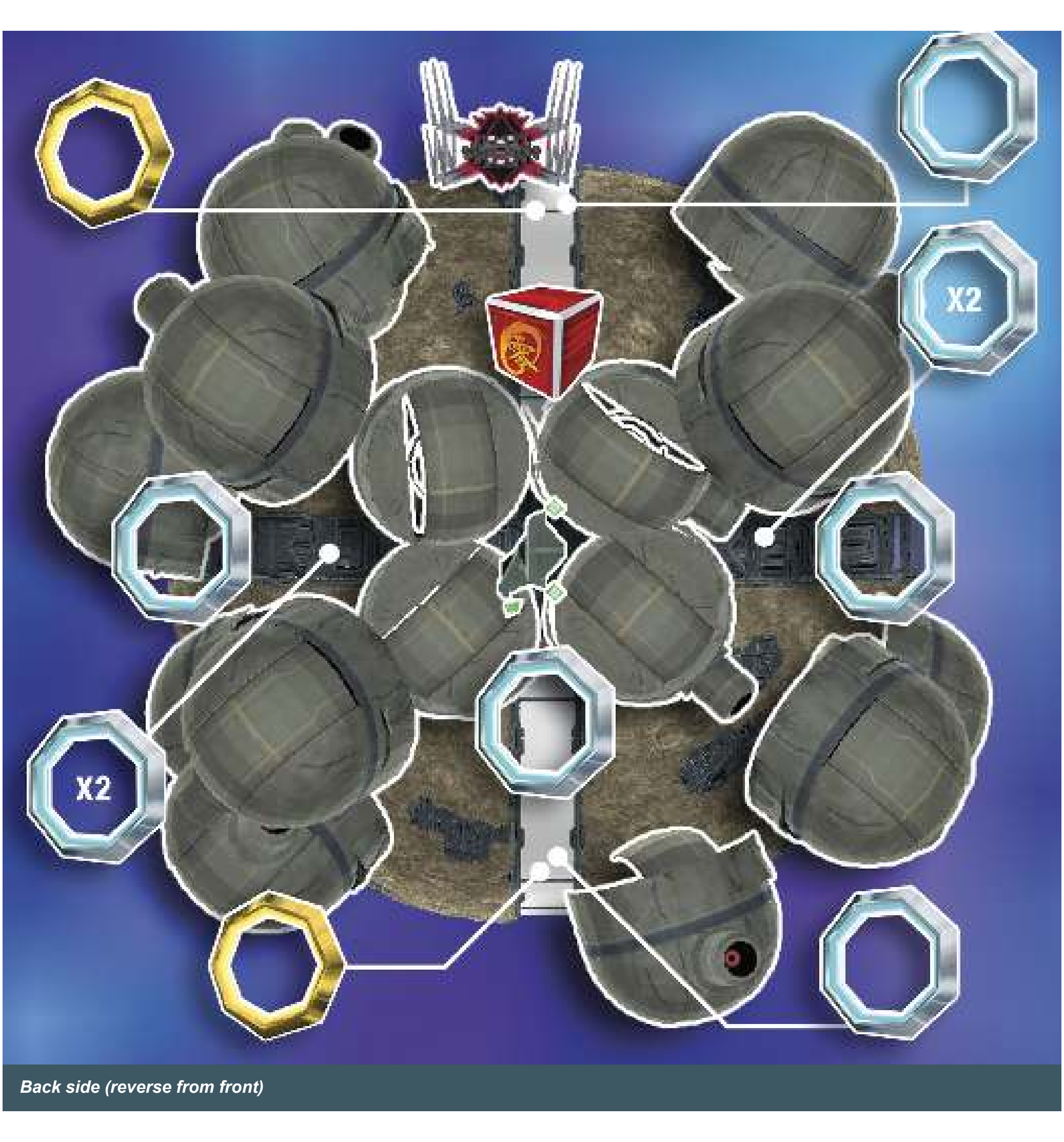
You can circle the globe, destroying turrets and getting familiar with your new, strange surroundings, but events won't continue until you find a way to enter Venom. Perhaps investigating the energy beam on the front will reveal a clue.



Venom from the front

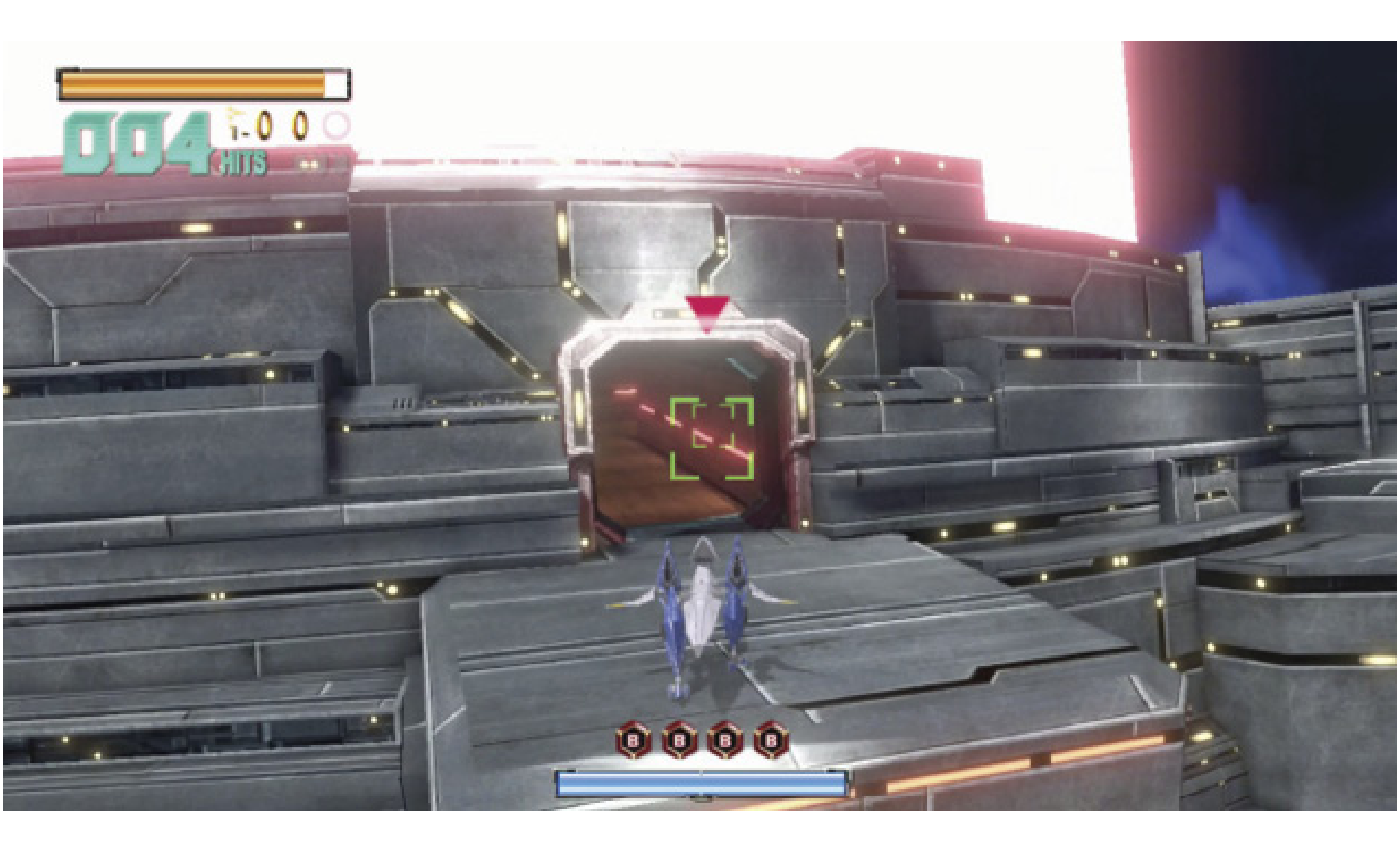


Left side (relative the energy pillar on the front)

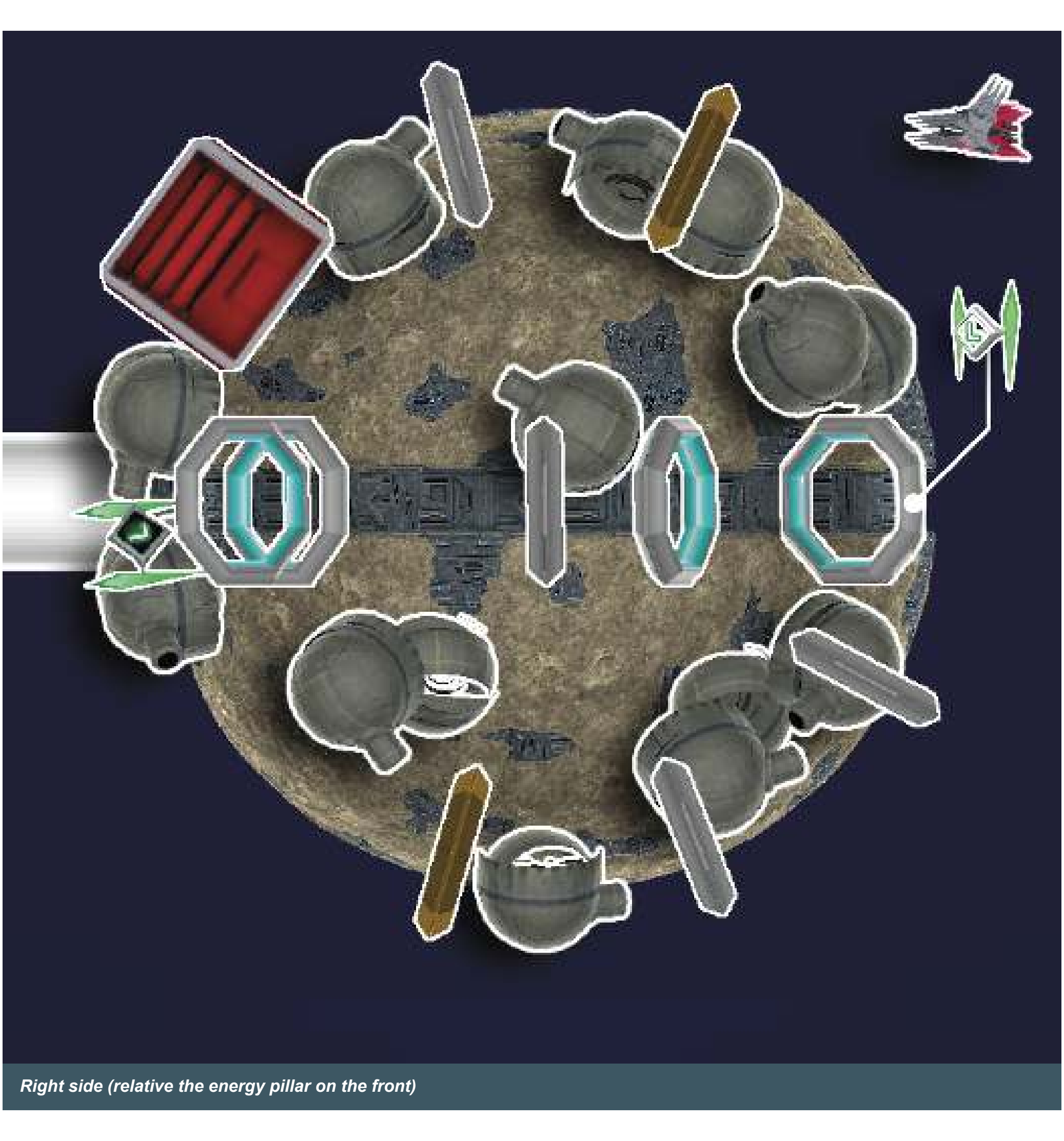


Back side (reverse from front)

2 Around the base of the pit that's shooting energy into the sky, you can find a small passageway similar to those on Zoness. Inspect it in Walker form and you can find a hackable terminal, as well as a laser upgrade.

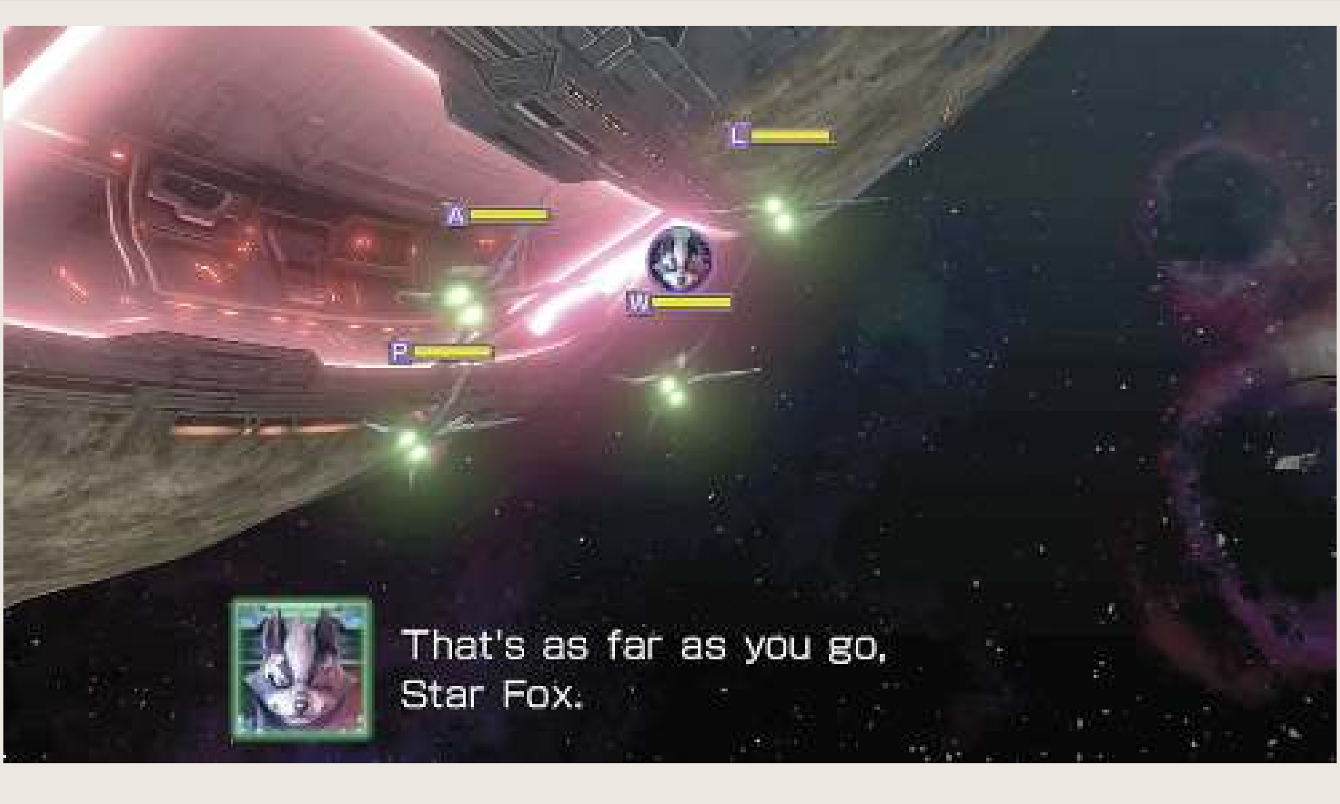


Hacking the terminal seems to reduce the energy spire, perhaps making it possible to fly into the pit, into Venom's interior. However, it also draws some unwanted attention. When you actually approach the pit where the energy beam sprang from, your old rivals will pounce.



Right side (relative the energy pillar on the front)

STAR WOLF



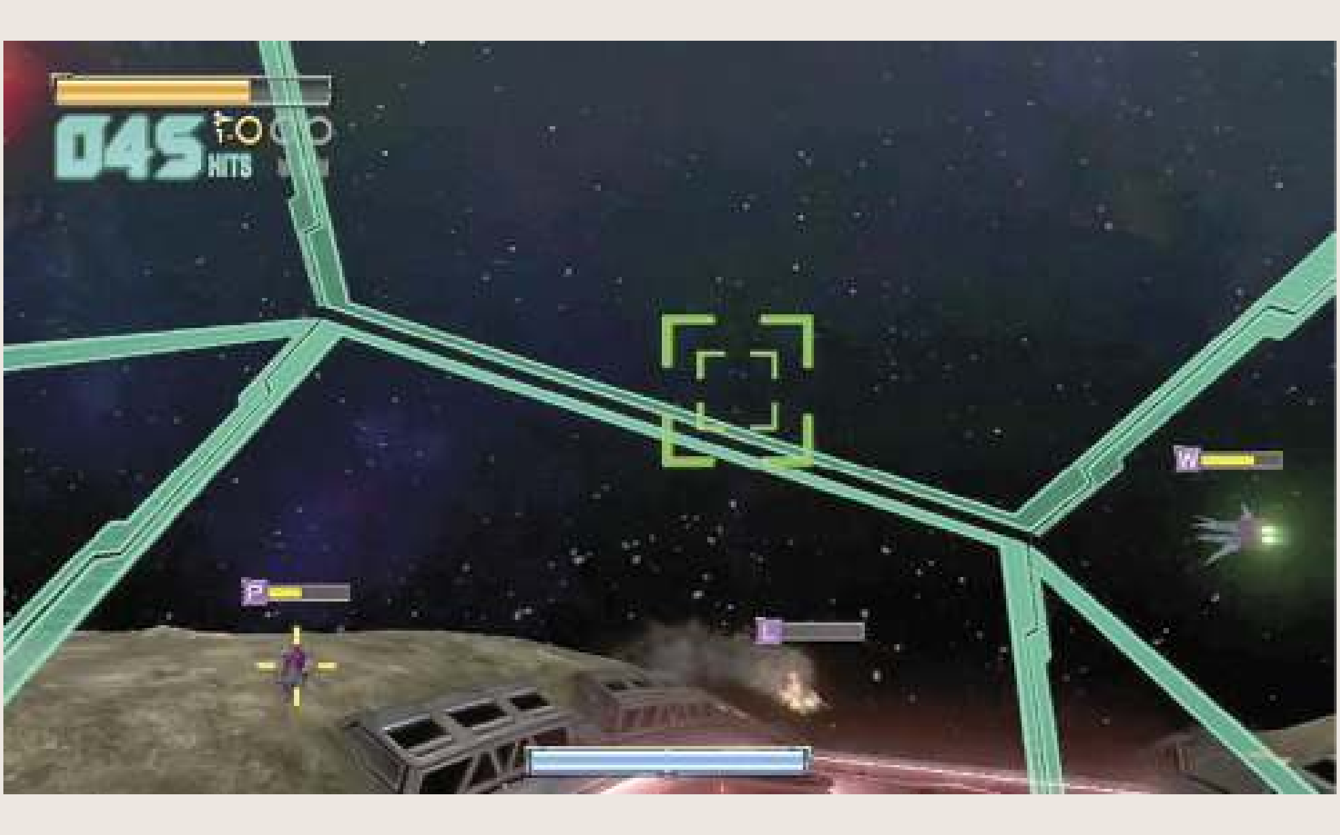
That's as far as you go, Star Fox.

All four members of Star Wolf converge on Venom to stop Fox from continuing.

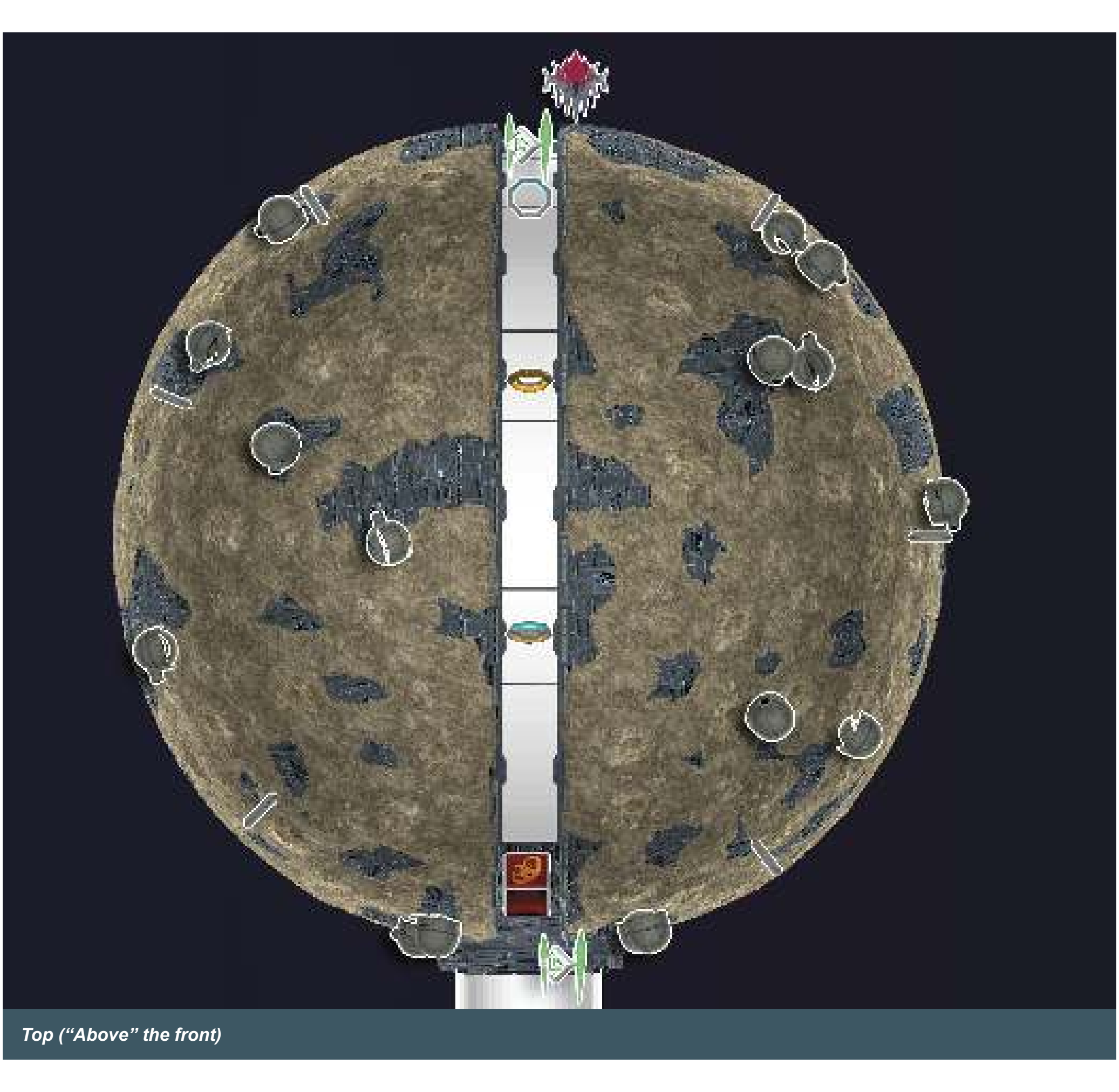
Four on one is definitely a challenge, but some things work to your advantage here. Venom's low flight ceiling and curved surface mean that all of them can't really stack up on you at once like they'd be able to in a more wide-open space. You're always boosting or turning over a near horizon, so you're always leaving behind someone or other. The trenches also provide a place for relative calm—surely, Wolfen fighters will follow you in here, but the coverings in most places mean that other fighters who aren't in the trenches can't fire in.

If you didn't spend a little time clearing out turrets before tinkering with the energy pillar, then you'll still have to deal with them occasionally now, while dogfighting. You at least need to be aware they'll be shooting at you also. Turrets are worth taking out anyway, since they sometimes leave behind pick-ups for you, which can be exceedingly valuable while fighting the Wolfen.

With the ground so close, the Wolfen will sometimes swap to Hunter modes and run around on the ground. You can swap to Walker mode and do the same, but it's not really advised to make yourself that much slower when four aces are attacking. But you can certainly take advantage of their decreased mobility when Wolfen switch to Hunter mode. They become much easier to chew up with lasers, or hit with bombs.



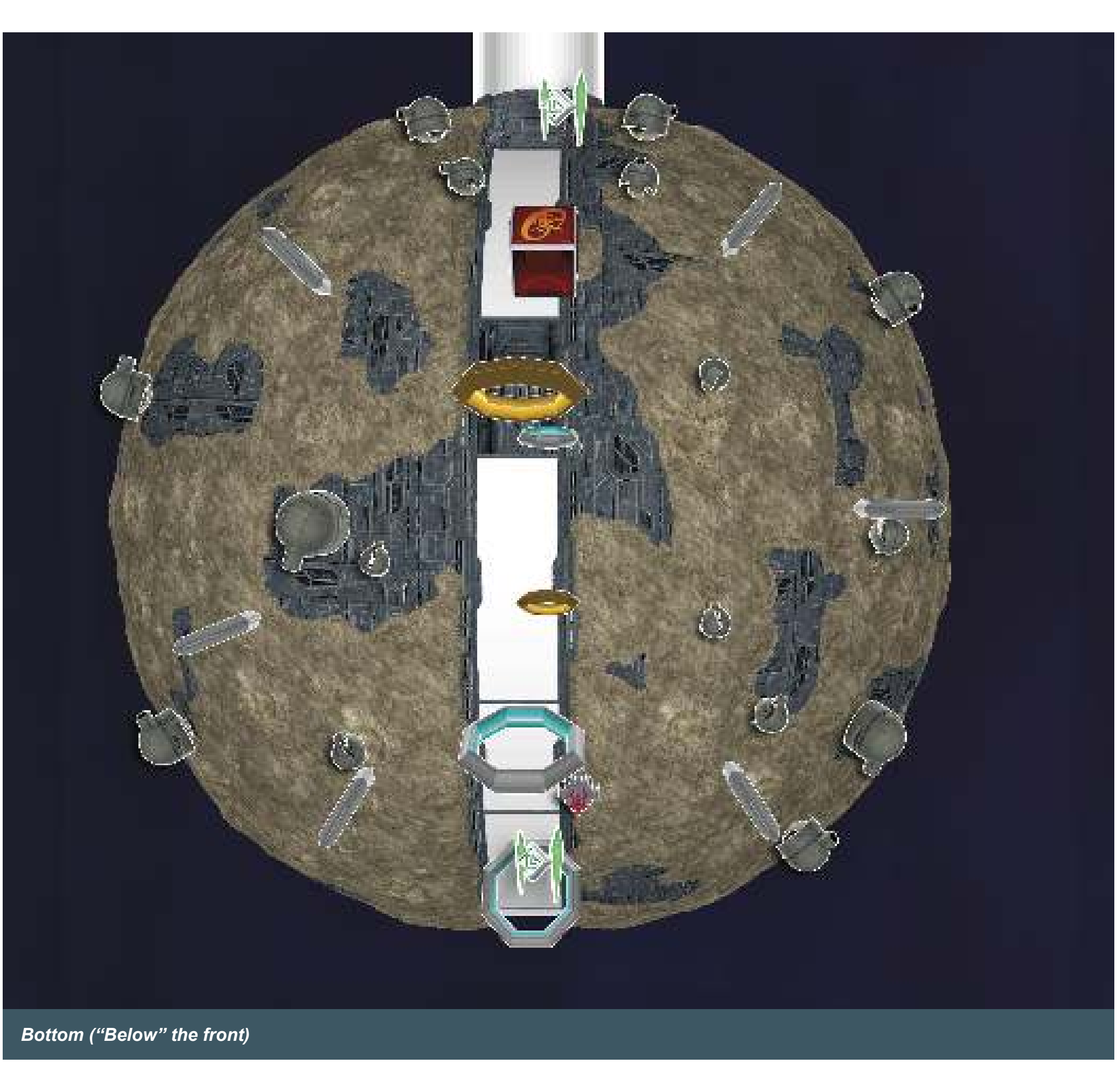
As you thin their ranks, the Wolfen leave power-ups in their wakes. Leon drops a laser upgrade, Andrew leaves behind a gold ring, Pigma's spoil is a spare bomb, and Wolf himself leaves a shield star, which fills up half of your shield gauge.



Top ("Above" the front)

TRENCH RUN

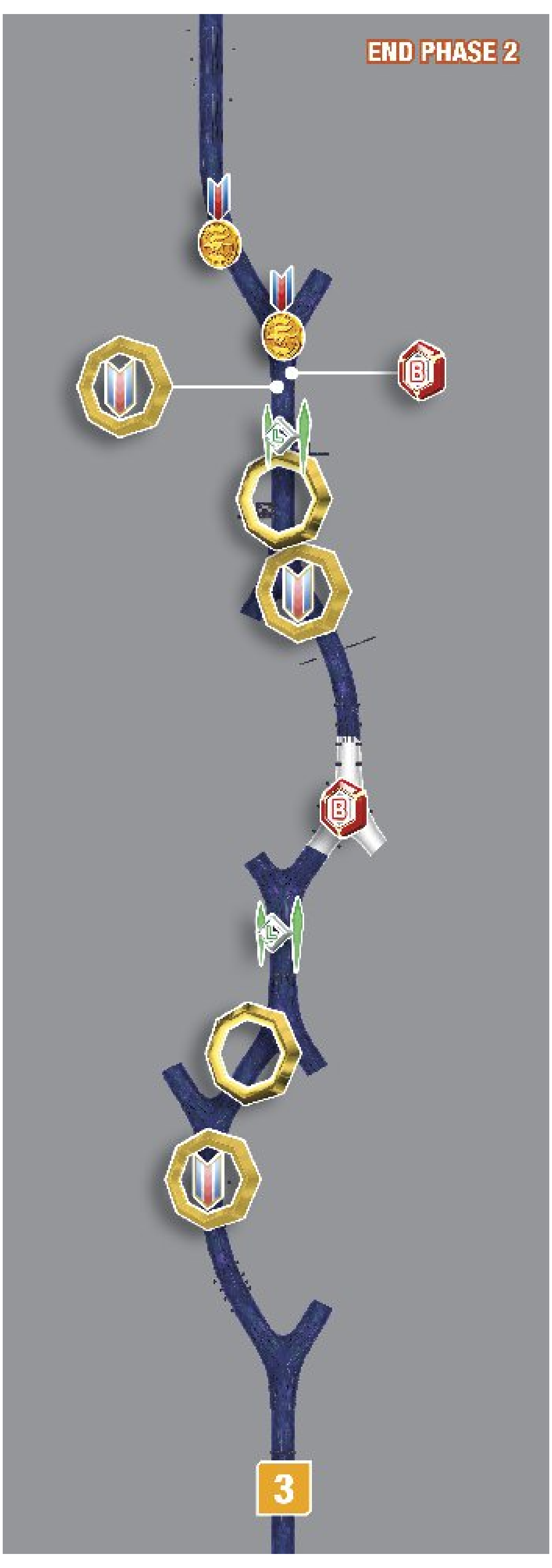
You aren't the only starfighter who knows to seek trenches for cover. You may see Wolfen doing their own trench runs to take a breather, prolonging their battle presence when you get their shields particularly low. If you tail a Wolfen into a trench, you'll have a practical sitting duck to take down, since they'll be boxed in, unable to pull out or somersault. You can just fly behind them and unload with twin lasers until you've shot them down in one of Venom's canyons. If you manage to pull this off, you'll actually unlock a collectible medal. It'll be left behind wherever the ill-fated Wolfen finally crashed.



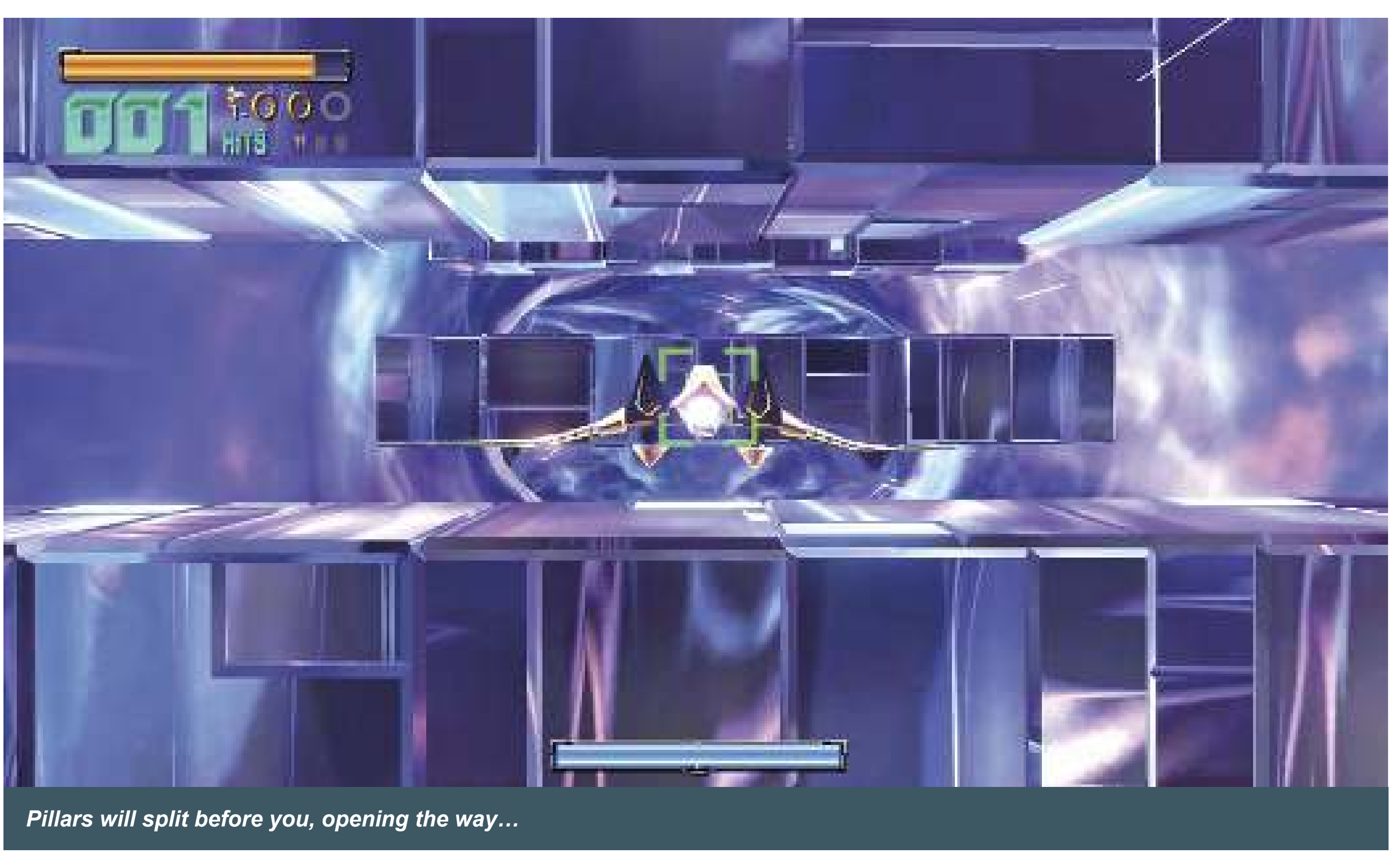
Bottom ("Below" the front)

When Wolf O'Donnell and his mercs are finally defeated for good, you can proceed into the "eye" of Venom.

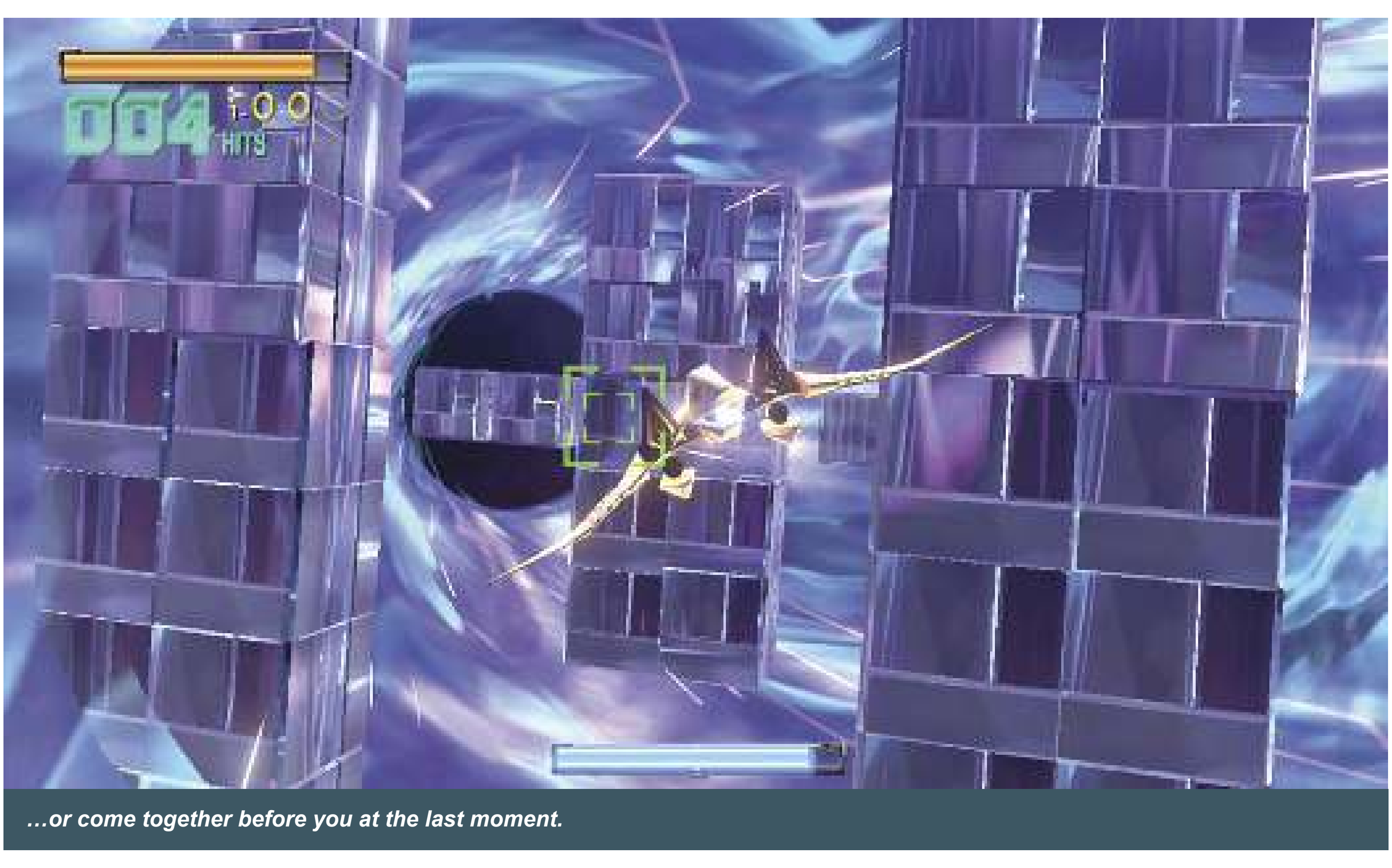
Phase 2: Corridor of Illusion



3 Inside the eye of Venom, you've entered some sort of strange crystalline corridor. An echo of this was present in Sector Ω. Every surface shimmers blue and objects emerge out of nothing to impede you. These are andromatter cubes and pillars; Andross may be insane and malevolent, but he's also a genius, seemingly able to conjure solid objects to do his bidding against you. In this section, you must somehow navigate to the heart of Venom, while avoiding the andromatter obstacles thrown up in your path.

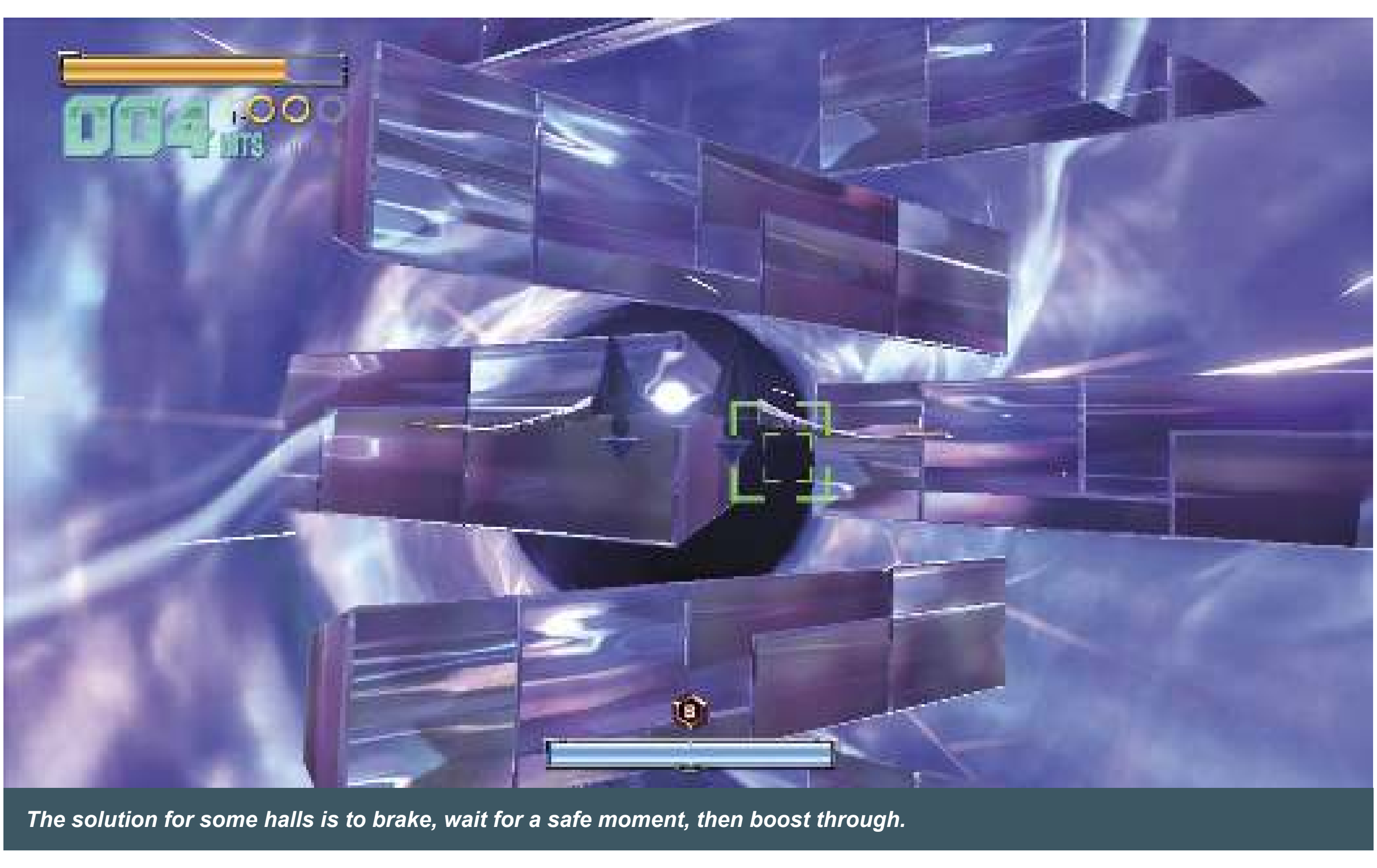


Pillars will split before you, opening the way…

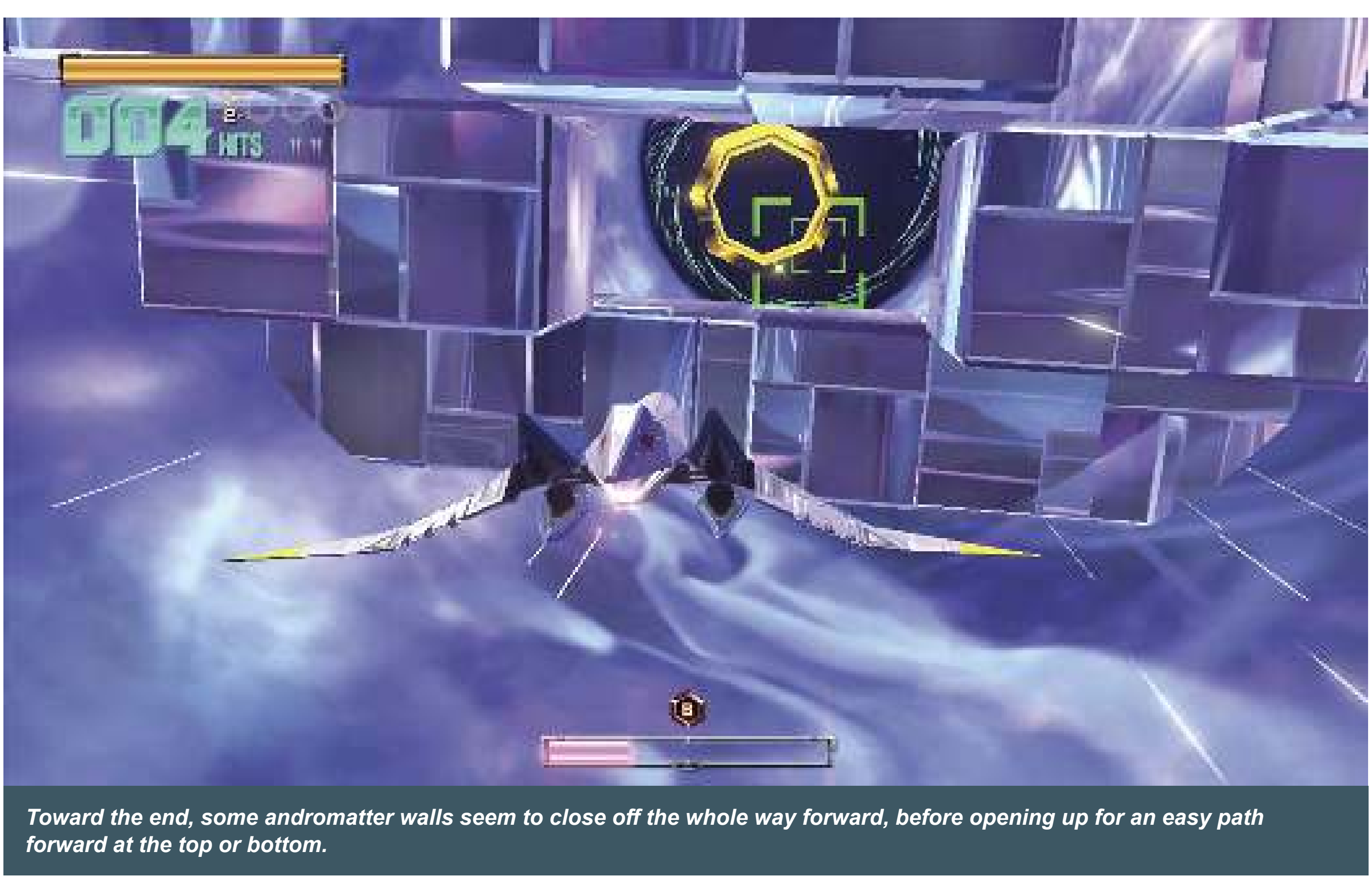


…or come together before you at the last moment.

Against any given new group of cubes or pillars, give yourself a second to see what they're doing before you react. Some groups of pillars actually move out of your way or create an opening right where you were at the last moment, so the escape is actually to be patient, while other groups are designed to crunch you if you pass through with normal timing, forcing you to boost or brake to get through unscathed.



The solution for some halls is to brake, wait for a safe moment, then boost through.

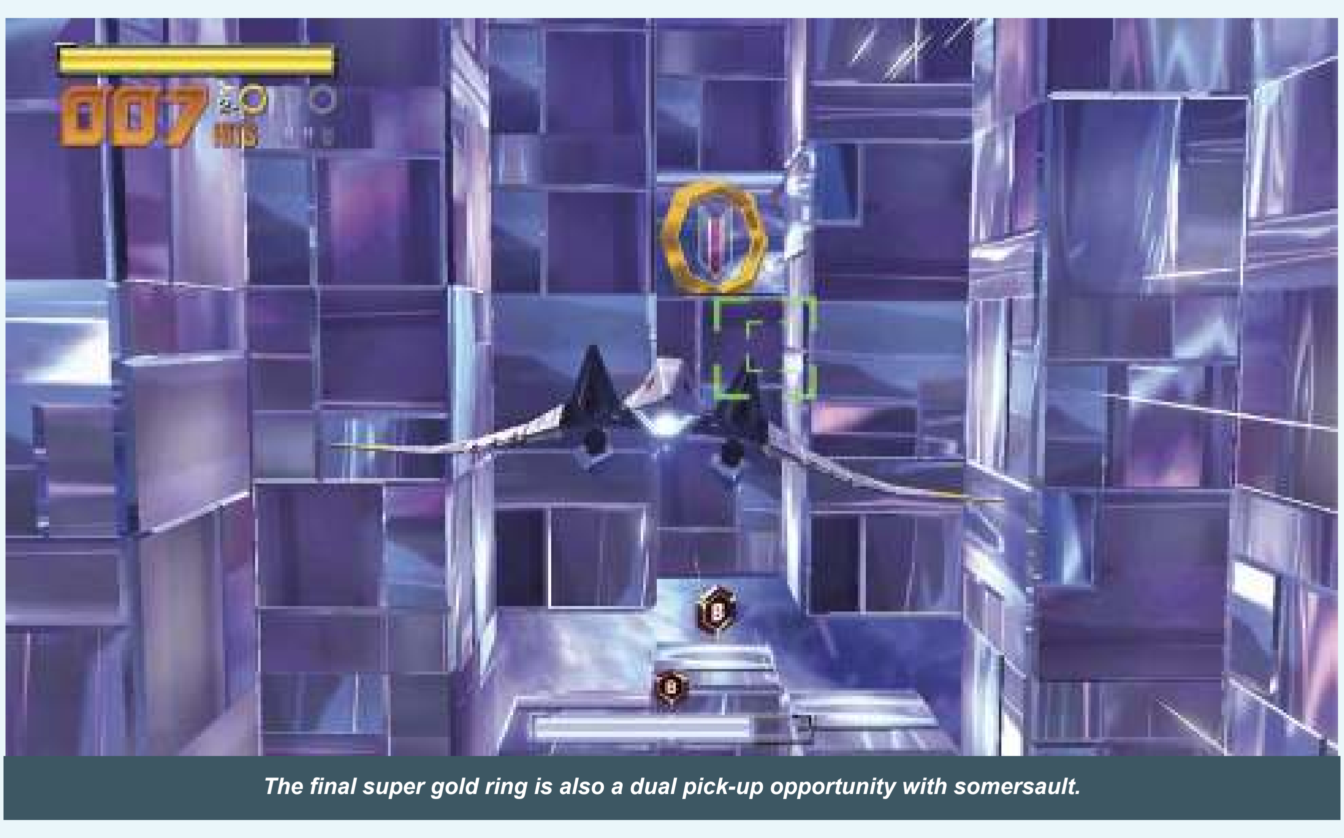


Toward the end, some andromatter walls seem to close off the whole way forward, before opening up for an easy path forward at the top or bottom.

There are also occasional forks in this tube, making you choose which direction to travel. The penalty for going down an incorrect fork is that the corridor of illusion repeats itself. In this way, you'd eventually learn the correct path through trial and error. You can actually snag corridor of illusion pick-ups again if you cause the strange hallway to repeat itself, but this loses benefit pretty fast since it doesn't take many ring, bomb, or laser pick-ups to fill your resources. If you're having trouble making your way through, you can use the map presented here, which shows the correct path.

CORRIDOR OF MEDALS

This mission's three super gold rings are spread throughout the corridor of illusion. Once you collect the last one, the medal itself appears shortly after. If you cause the hallway to repeat itself and you collect the same super gold ring repeatedly, you don't get credit for picking up an extra one. You still have to pick up a super gold ring in each separate location.

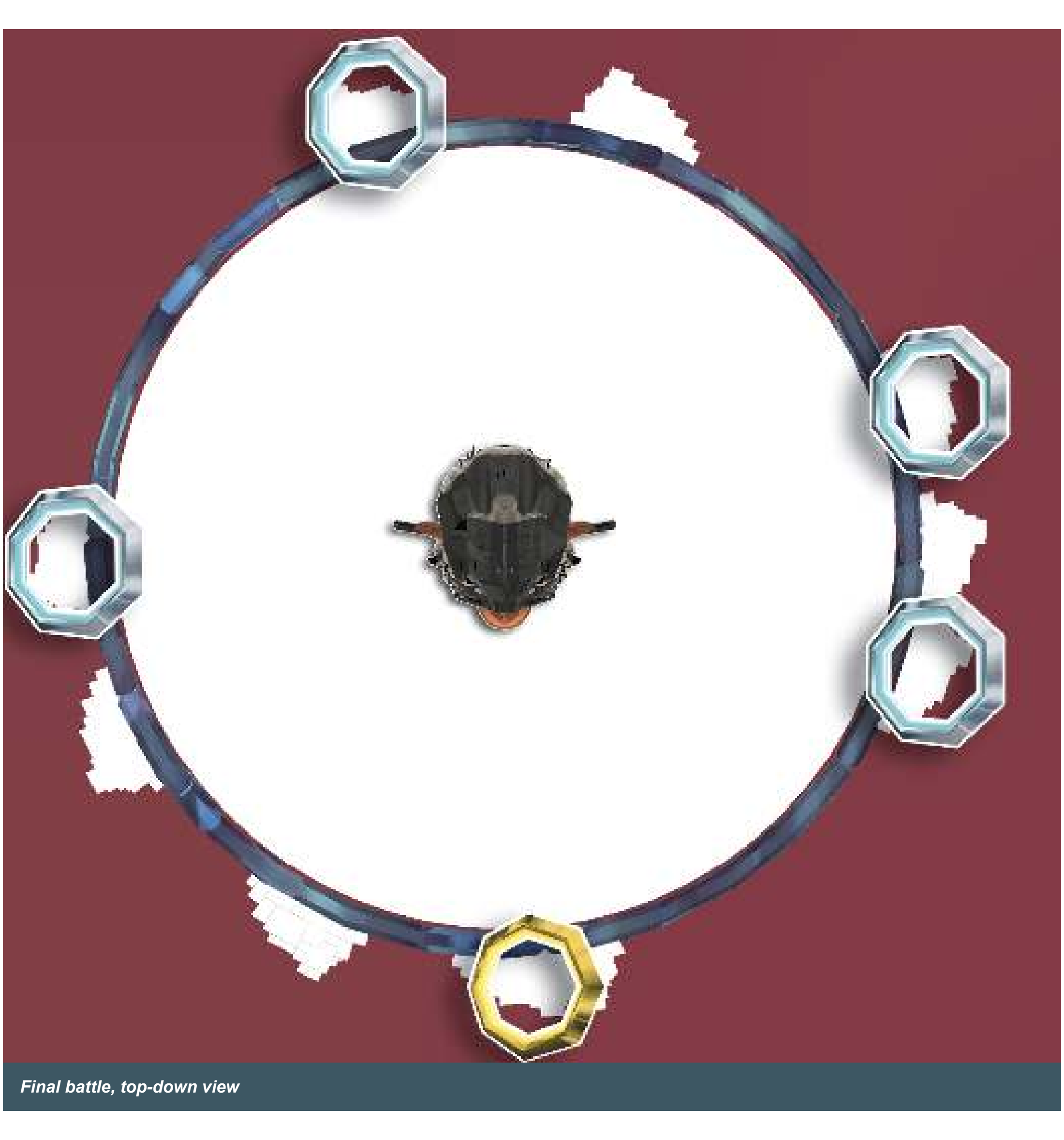


The final super gold ring is also a dual pick-up opportunity with somersault.

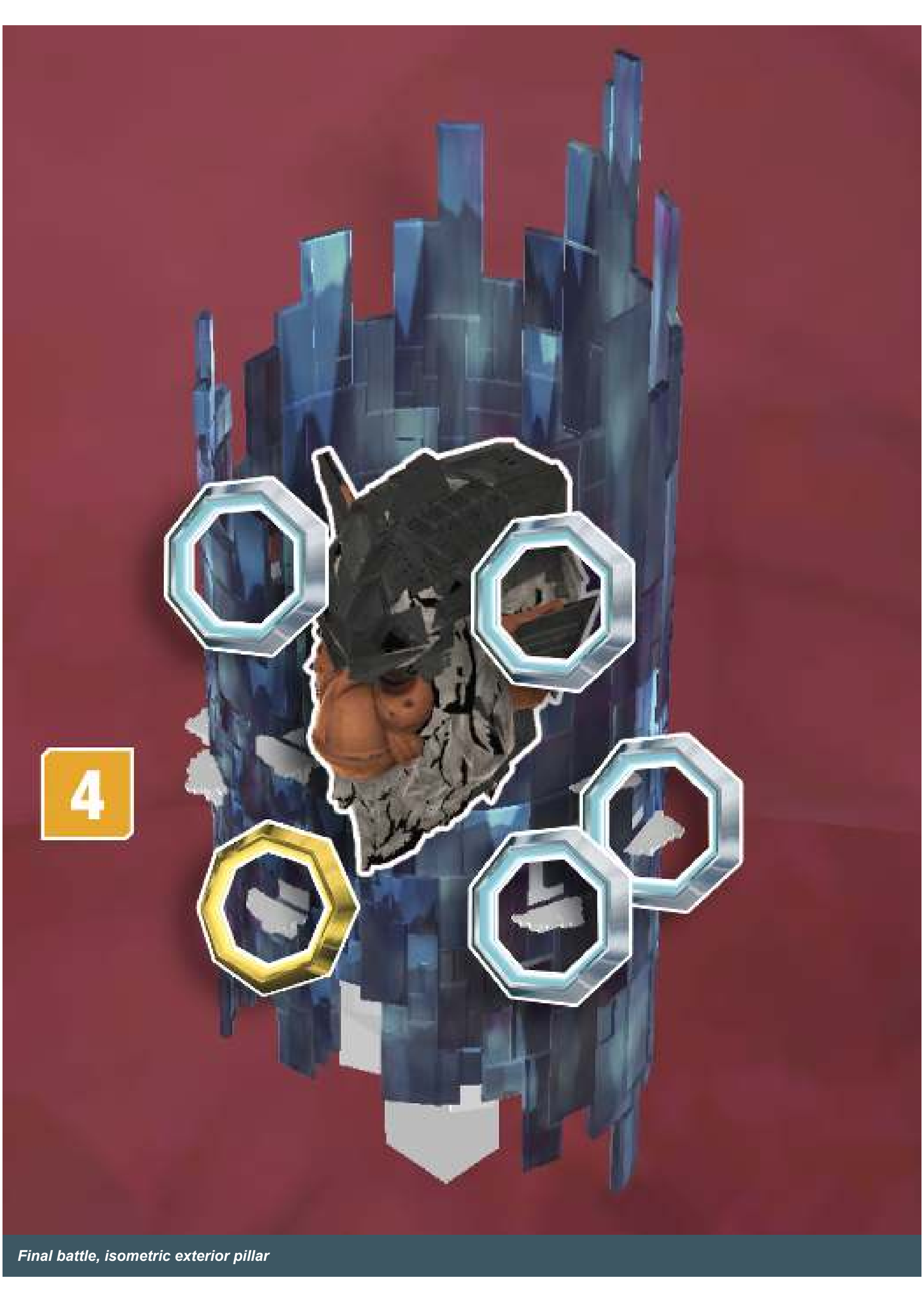
UNERRING FOX

As you can see on the map, the correct turns to make at each fork, in order, are left-right-right-left. A medal appears before you enter the final phase if you get this correct the first time through, or you only go down the wrong path once. If you mess up twice though, James appears at the beginning of the corridor and leads you down the correct paths, but there will be no medal waiting at the end.

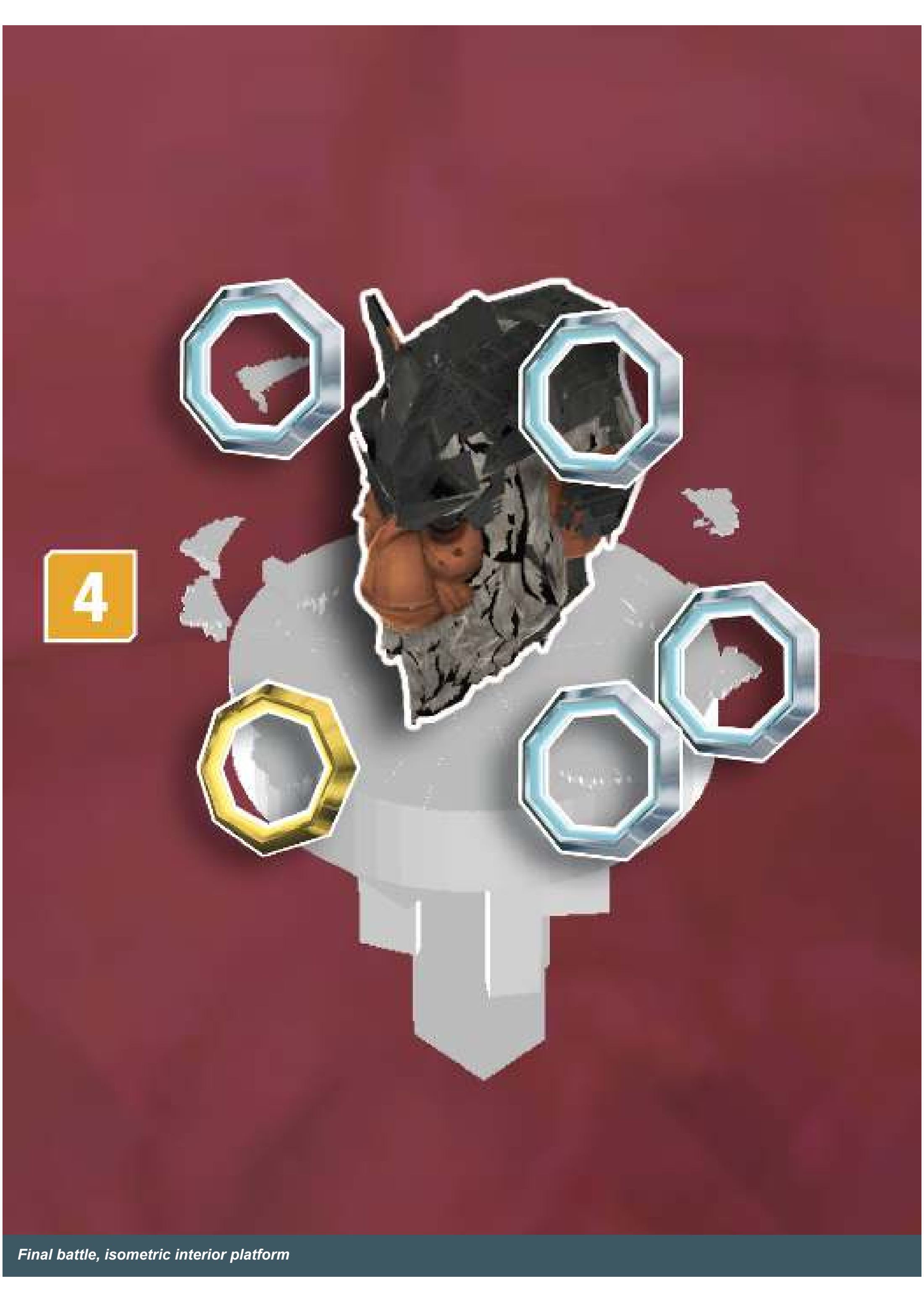
Phase 3: The Final Battle



Final battle, top-down view



Final battle, isometric exterior pillar



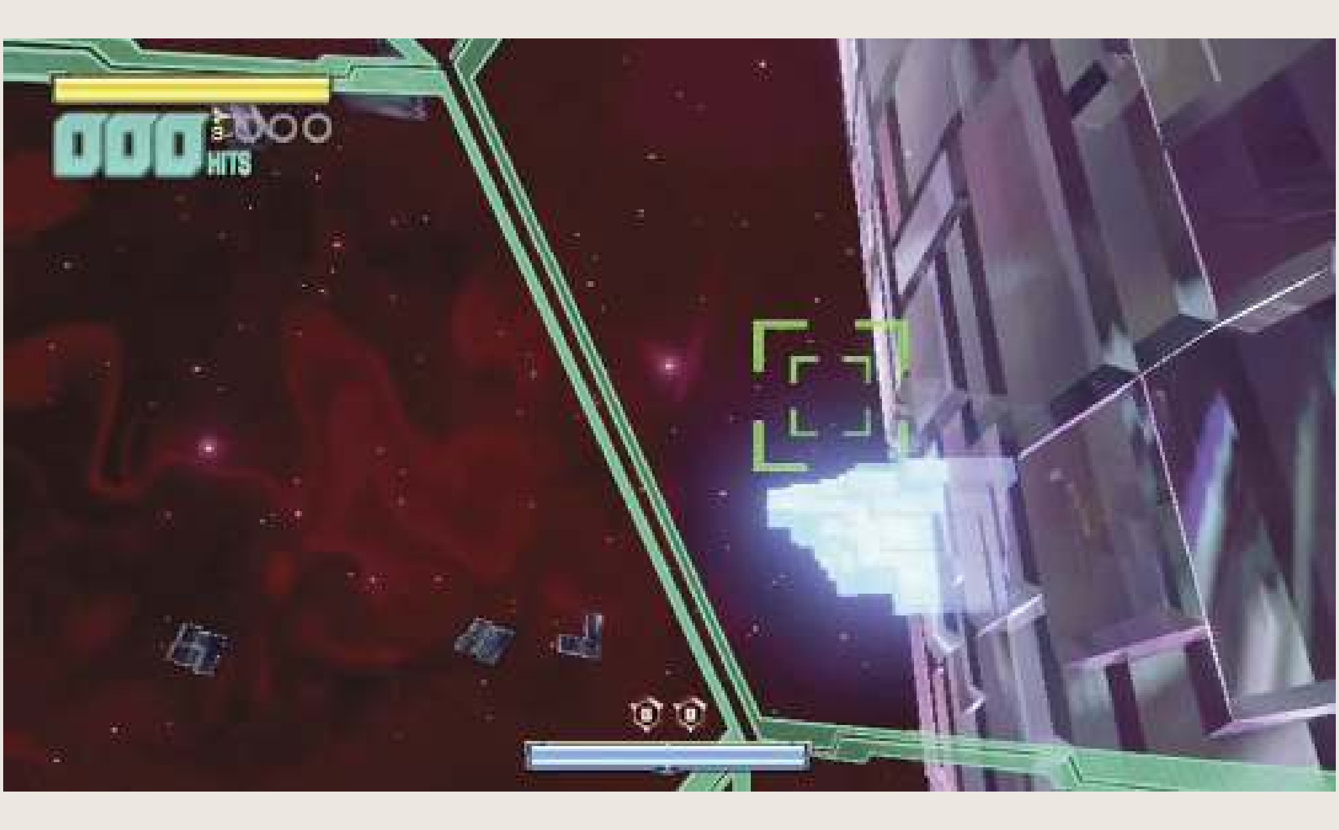
Final battle, isometric interior platform

ANDROSS

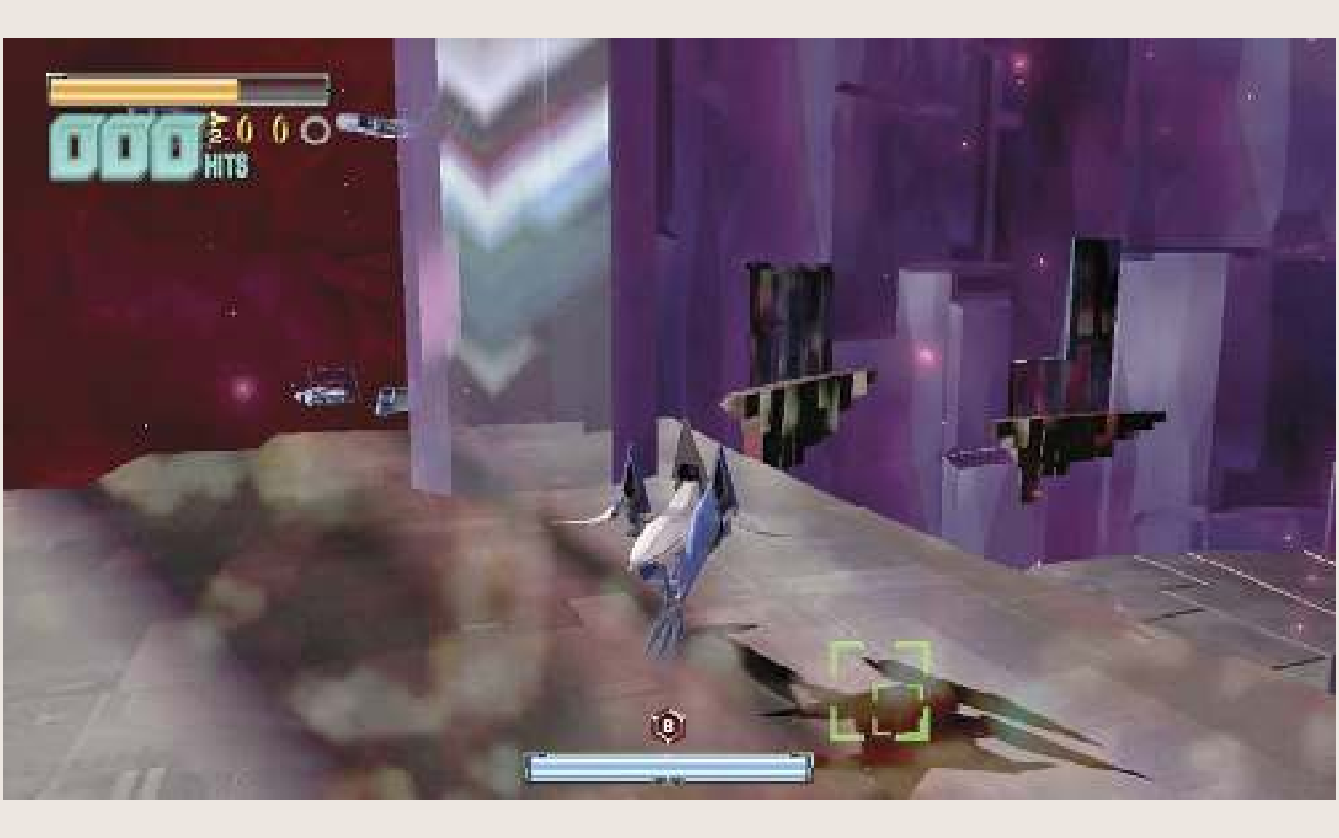
4 Here's the commander of the invader forces in the flesh, using one of the forms for himself he's concocted during his time in extra-dimensional exile.

Skip
I've been waiting for you, Star Fox.

This multi-step battle tests your mastery of the Arwing to the limit. Andross is surrounded by a floating tower of andromatter, with you flying around on the outside, initially. Focus view shows your Arwing dwarfed by Andross's pillar, while cockpit view can be used to see what's directly ahead of the ship.

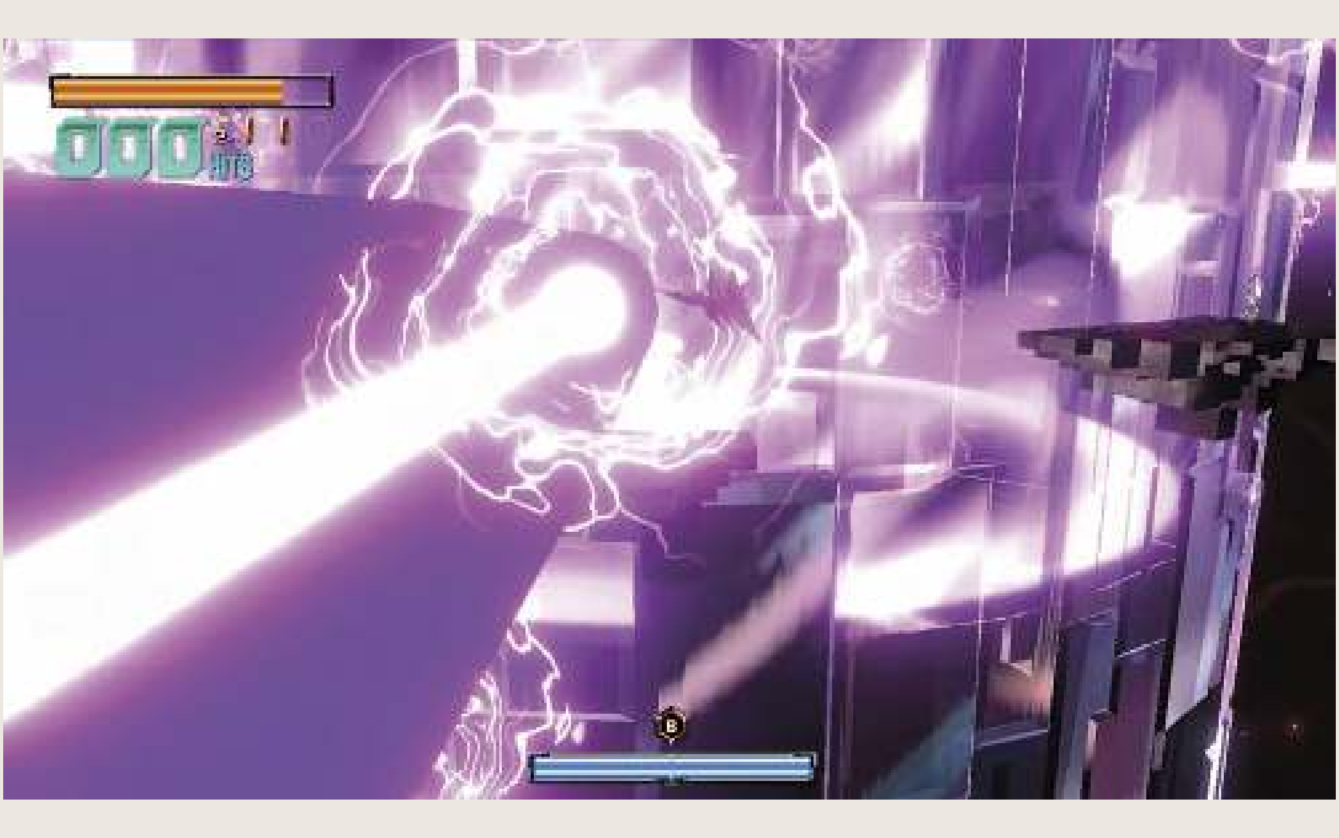


Andromatter debris spews sporadically from the tower and out to the space around it, potentially causing a physical threat to you. These chunks aren't that tough to avoid though, and they become very useful if you find your shield critical during this fight, since they sometimes leave behind silver rings when destroyed. You won't get much done out here with the cube junk floating outward. You must find a way inside the tower. There are ledges all across the tower's face (some of which contain shield rings, should you need them), but most do not seem to provide an opening.



Cockpit view has the answer. The Arwing's targeting highlights ledges that lead to openings inside. The ledges with openings can change, and the tower itself can spin, so you must consult your cockpit view anew each time you need to find a ledge that allows entry into the tower. Fly to a highlighted ledge, and land upon it with Walker mode, so you can hop inside.

While you explore the tower for openings, Andross will sometimes grow impatient and flood the interior of the tower with laser energy, which spews out of the tower's openings in great jets. The tower spins, turning these jets into a weapon against you. During this period, watch focus view on the tower carefully to see whether you should pitch up or down to avoid bolts as they swing around into view. Performing somersaults makes the Arwing immune to the beam's damage for the entire duration of the somersault animation. After a time, Andross's laser storm calms down, and you can return to looking for an opening.



Inside, you'll find a circular arena ringed by a ledge where you can stand with the Walker. Andross's giant, armored head and hands float over the gap in the middle. Once you fall into this arena, he immediately fixates on your position, hovering over you ominously. From here, he executes one of several attacks, which you have to dodge or deflect. The Walker is well-suited to this scenario: you can lock your view on Andross and be ready to shoot his mouth and hands while still strafing and hopping back and forth to dodge. Note the glowing nodes on the palms of both his hands—these are weak points, and enough damage to one of them will actually destroy the hand it's attached to! Andross gives you a little bit of warning, then strikes, so you do usually have time to damage his hands enough to preempt his attacks entirely.

Andross can smash with a hand from above, or bring his hands together in a clap. He also has a grapple beam, like the Scrappyworms of Titania. He also has a quick, low-warning head butt he sometimes uses, to keep you on your toes.

When you damage a hand enough, it explodes, stunning Andross briefly. Now, it's time to get out of the interior quickly, because when Andross shakes off the cobwebs, he's sure to unleash a laser storm in rage. Andross will also use a laser attack and force you out of the interior if you stalemate with him too long on the inside without damaging his hands, so make good use of your interior time. Before he lowers into the pit in the floor and unleashes the storm, transform to Arwing form and pitch up hard, looking for an opening in the tower wall. On the way out, try to fly over the area where you broke Andross's hand; they leave power-ups in their wake, like the Wolfen earlier. Once you're outside again, focus on dodging laser streams until they dissipate, then return to looking for a glowing ledge back in. While you're here, if shield gauge is low, destroy some floating andromatter cubes to generate silver rings.

Eventually, you'll destroy both hands. Now you can begin damaging Andross in earnest. Without hands, he uses his head, which requires exposing his weakest points. He opens his mouth to flood your side of the interior arena with andromatter junk, but with twin lasers you can blast through this debris and hit his open maw. Worry less about dodging debris than about cutting through it and hitting him. He also sometimes charges up eye lasers that he unleashes in a fan, sweeping the whole arena floor; he sweeps four full rotations, sometimes changing whether he sweeps at ground level (which damages the Walker if you're standing) or at a slightly raised altitude (which damages the Walker if you tried to get clever and hover over the ground-height laser). You must keep a keen eye on him and either hover to hop over or descend and land to duck under the laser as he rotates.

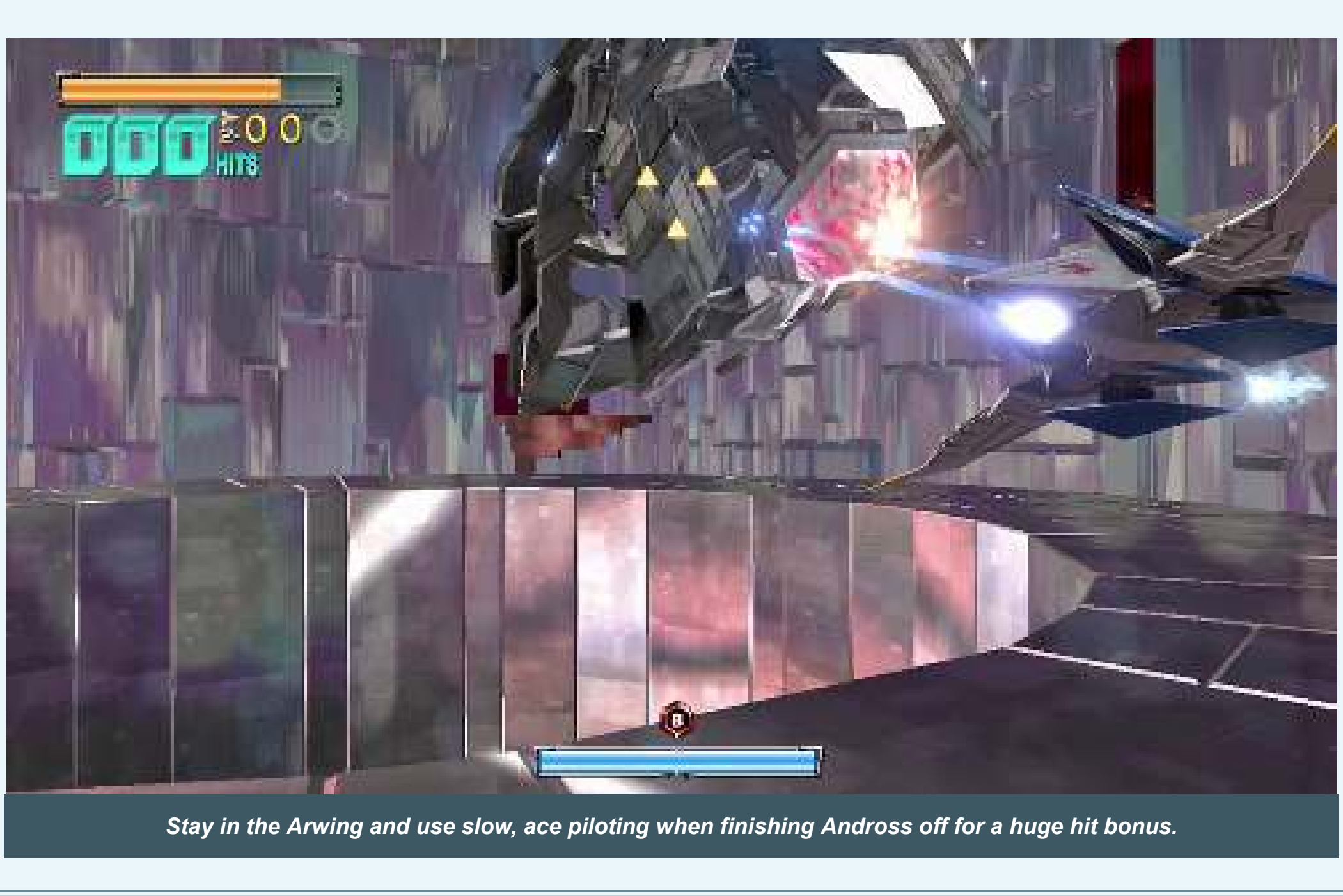
By shooting his open mouth when possible, you daze him again, as when you broke his hands. While he hovers in the middle, helpless, quickly cross to the other side so you can shoot a new weak point exposed on the back of Andross's head. The fastest way to cross the arena, so you have max time to shoot his dome while he's dazed, is to transform to the Arwing, boost across, then land as the Walker, spinning around immediately to face him again. Shoot until Andross is finished for good, or until he comes out of his stupor. If he does, you must vacate the interior like usual and repeat the process again. When he's finally weak enough though, you'll deal the finishing blow in the manner just described, knocking the exposed point on the back of Andross's powerful but twisted brain.

With Andross's considerable power finally ground down to nothing, the battle is over… or, not quite over. With Venom's andromatter passageways collapsing around you both, Fox races for the exit with Andross gnashing after the Arwing. Use focus view to dodge left and right to avoid Andross all the way to the end!

THE HITS KEEP COMING

The medal for hit score here may seem impossible until you know about a certain special bonus. As with any hit par medal, there are certain necessary standards—keep lasers upgraded, take out every target possible (so this includes every turret on Venom), and take out bosses as soon as possible for max score bonus (so that means don't dilly-dally against Star Wolf). But even taking out each Wolfen right away and getting +30 hits each, it may seem like Venom lacks enough targets to get you over the 170 hits hump. That is, until you know that you get a +50 hit bonus for knocking around Andross's noggin from behind with the Arwing! (The only thing that reduces the hit count on Andross is the time it takes to beat him. It starts at +50 but reduces down to +10 [and +5] if you take too long.) It's easier to hit his weak point when he's dazed by jetting over the pit, landing in Walker form, then turning to shoot him from a stable platform. But it's worth far more hit score to fly to the other side, then brake and turn hard with sharp aim to hit his weak spot while still in Arwing form.

For a more advanced strategy, shoot "dumb-fired" charge shots at the ground next to the turrets on Venom. As long as the charge shot explosion hits the turret as well, you will get +1 hit. Each turret takes three of these kinds of shots to destroy, so you get 4 points per turret total, instead of just 1 for destroying it directly. This technique can be used throughout the game to increase hit score as long as there is a surface nearby to "bounce" charge shot explosions off of.

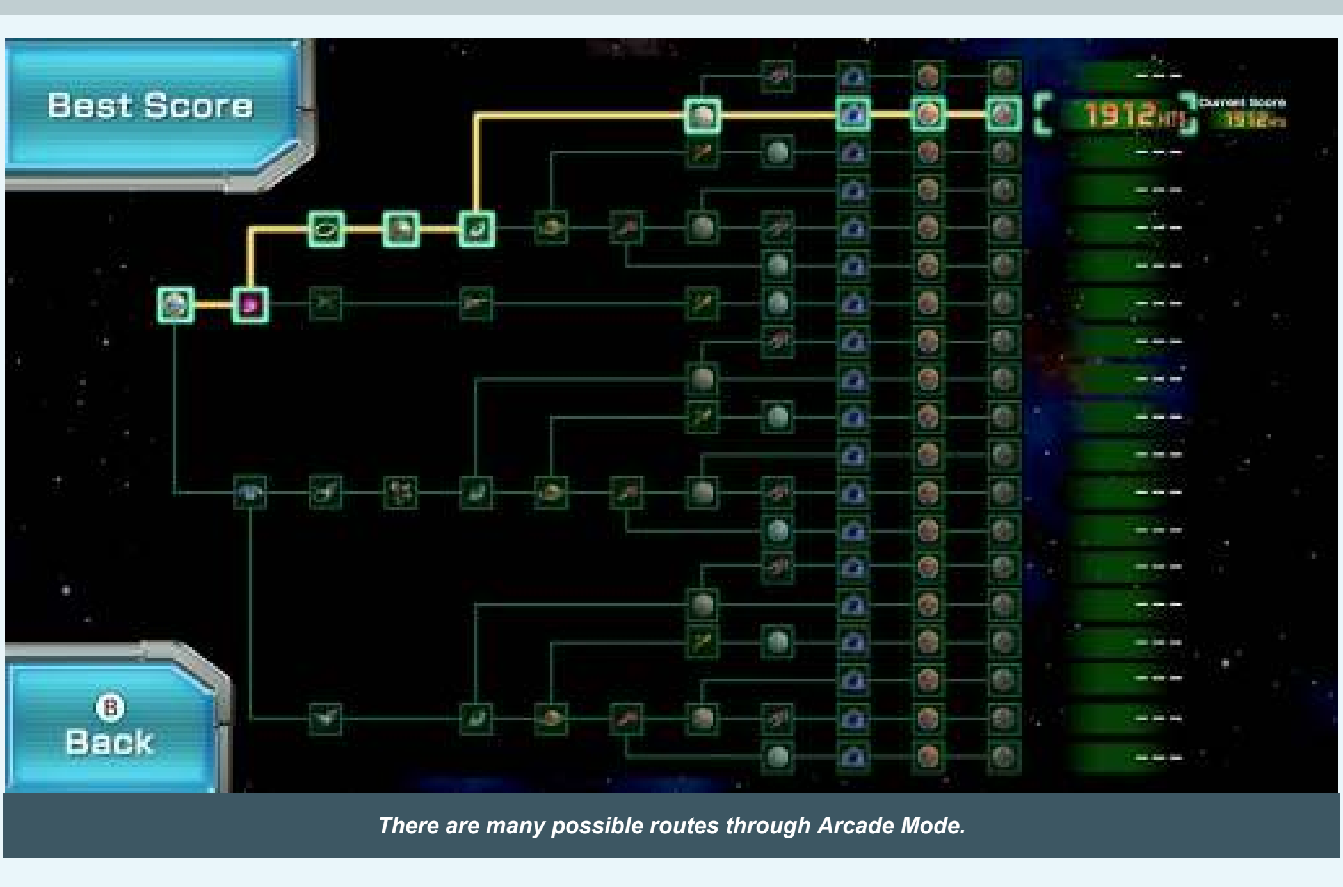


Stay in the Arwing and use slow, ace piloting when finishing Andross off for a huge hit bonus.

ANDROSS TURNS HIS BACK

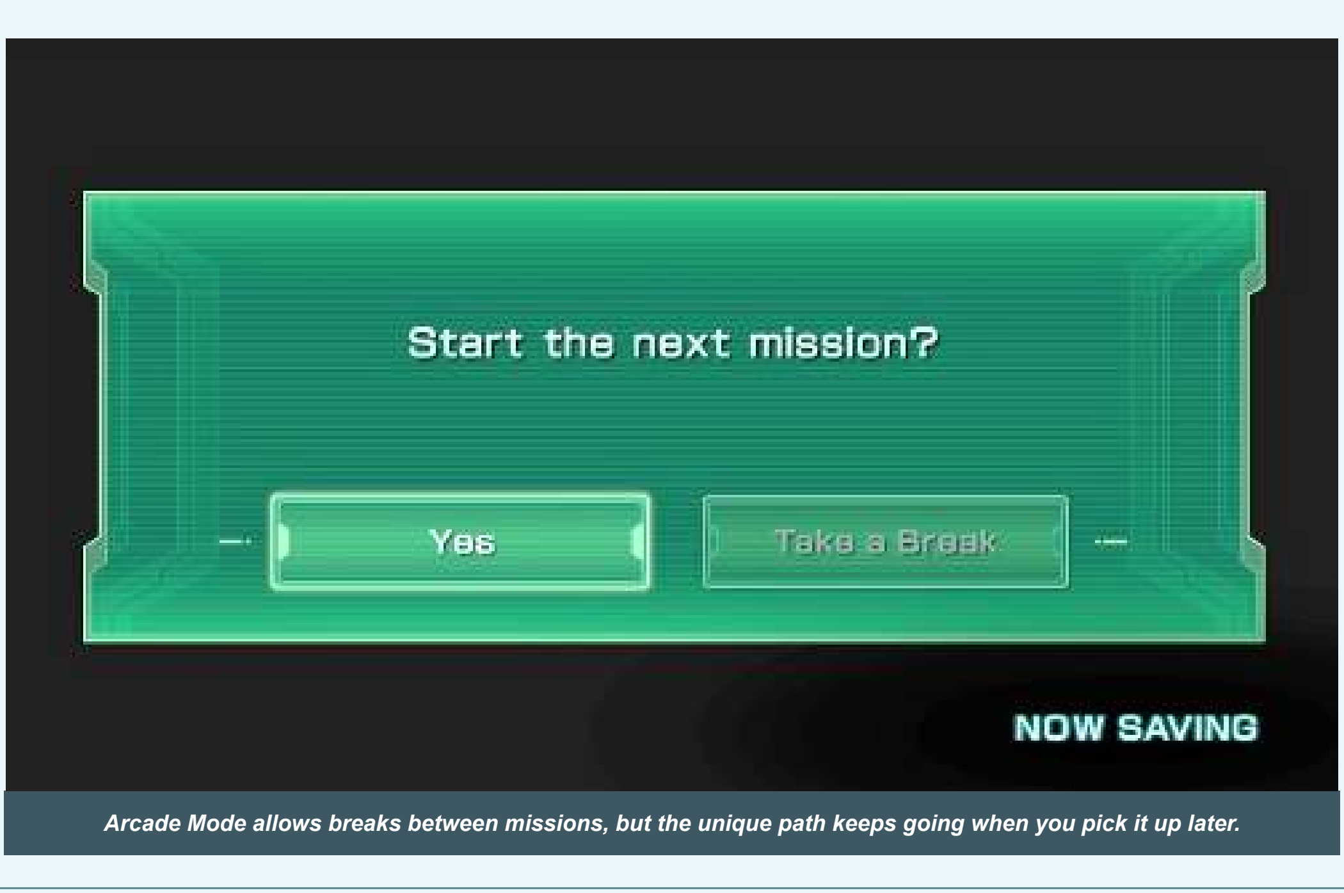
During the final furious chase to the exit, with Andross's strange andromatter palace collapsing and Fox boosting to get away, Andross is briefly distracted, turning his floating head completely around. In focus view, this gives you one final glimpse at the weak spot on the back of his head. This is a clue. Use the Arwing's U-turn maneuver to reverse direction when Andross turns around, and give him a final parting laser stream to the back of the head. This gives you yet another hit score bonus, and ends Andross's defeat in a special Mission Accomplished medal!

ARCADE MODE



There are many possible routes through Arcade Mode.

When you complete the mission on Venom, you get to watch the ending and credits, as well as a grand tally of all the damage you caused to Andross's forces. Then, **Arcade Mode** is unlocked. This novel way to play the game hearkens back to the days of SNES and Nintendo 64. You start on the first mission, Enter Star Fox!, and you'll play through for as long as you can keep going, in whichever mission arrangement you choose on the fly. There can be quite a bit of difference in mission layout between two different playthroughs of Arcade Mode. For example, right in the first mission, you have the choice of finishing normally and proceeding to Sector α, or of taking the alternate route to Andross's teleporter, thereby heading to Aquarosa and a whole different first half of potential missions in the Lylat system. In between missions, you have the option to keep going, or to save Arcade Mode progress and back out—you'll pick up where you left off when you return.



Arcade Mode allows breaks between missions, but the unique path keeps going when you pick it up later.

MORE TO DO

With the story of Star Fox Zero complete, there's a lot left you can do:

When you complete Arcade Mode, you unlock **Sound Test** mode, which allows you to enjoy the game's many tunes while examining some character models for our heroes.

Check out the game's satellite stages, alternate paths that also pop up in Arcade Mode. If you missed Fortuna in your initial exploration of the system, you can go discover the primordial planet. Once you've completed each of the main Story Mode missions at least once, the path to several special Satellite missions will also be open.

You can play with the Black Arwing and Walker or Retro Arwing and Walker with the help of Fox and Falco's Amiibo figures. Falco's Black Arwing and Walker in particular, with their low armor but abnormally high damage output, can be great fun when trying to set time attack and hit score records.

You can also play co-op mode with friends, working together to pilot and shoot.

Replay missions to set new hit score records, and to collect all the medals. With enough medals accumulated, you'll unlock new Training Stages to help hone your skills; these include two stages featuring the zippy little Roadmaster, driven by trusty Direct-i.

And you can treat Arcade Mode as a time attack and challenge mode rolled up into one—not only does Arcade Mode challenge you to plow through missions with speed and variety, but anything you accomplish during Arcade Mode will be saved to your Story Mode progress. Did you discover a new stage, earn a new medal, or set a new hit high score in Arcade Mode? Don't worry, that achievement is reflected on the Lylat system screen in Story Mode.

Hunter - Lone Wolf

Introduction

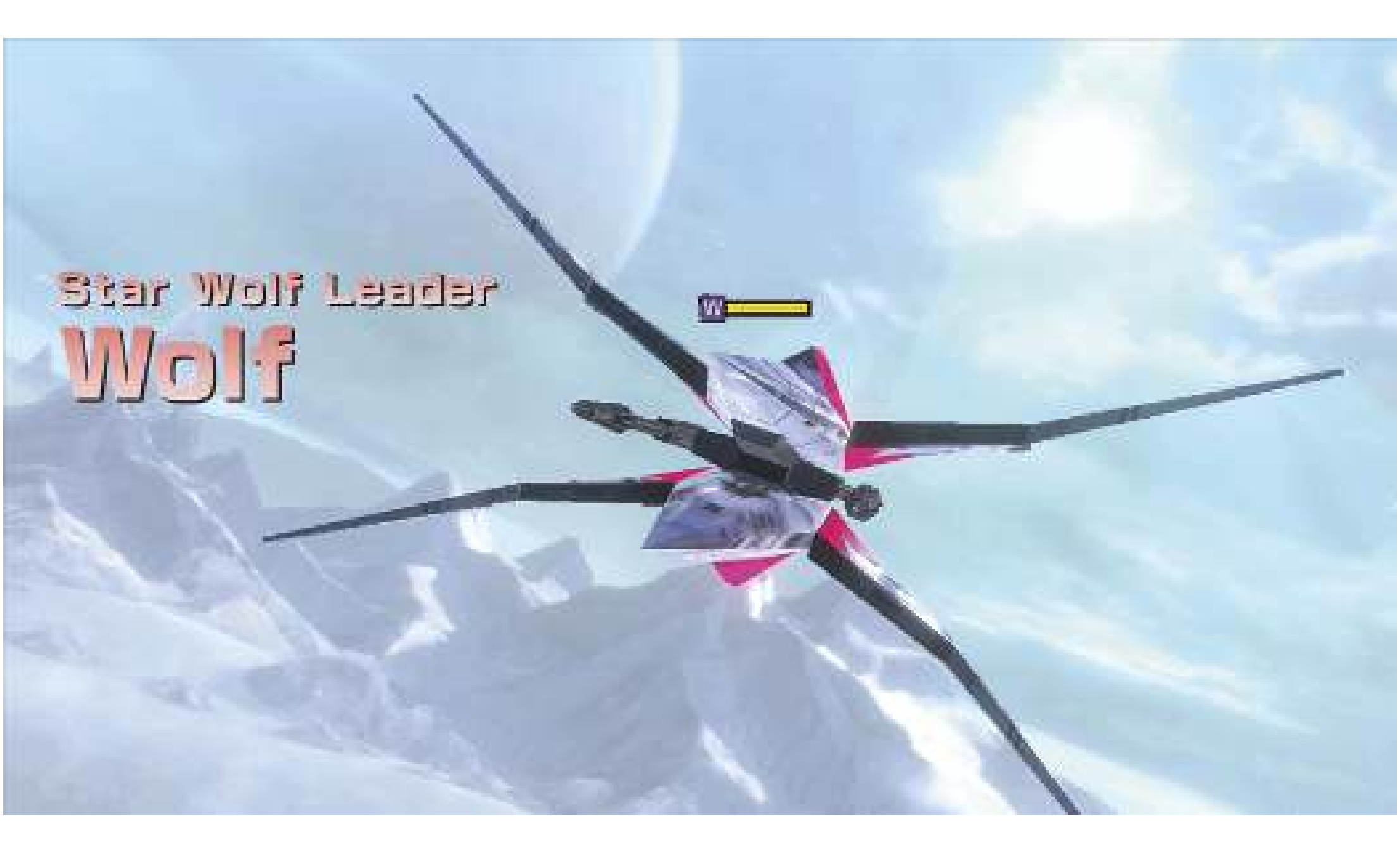
Unlike the trick duel of Meddlesome Mercs, where Pigma ropes you into fighting him and Andrew together, this is the real thing. A head-to-head dogfight (or wolf-fight) with the grizzled leader of Star Wolf himself. Wolf will approach you to offer a duel only after you have completed every important Story Mode mission, including Fortuna, and then returned to Fortuna to replay Dangerous Skies.

Quadrupedal Assault Vehicle
Hunter
Lone Wolf

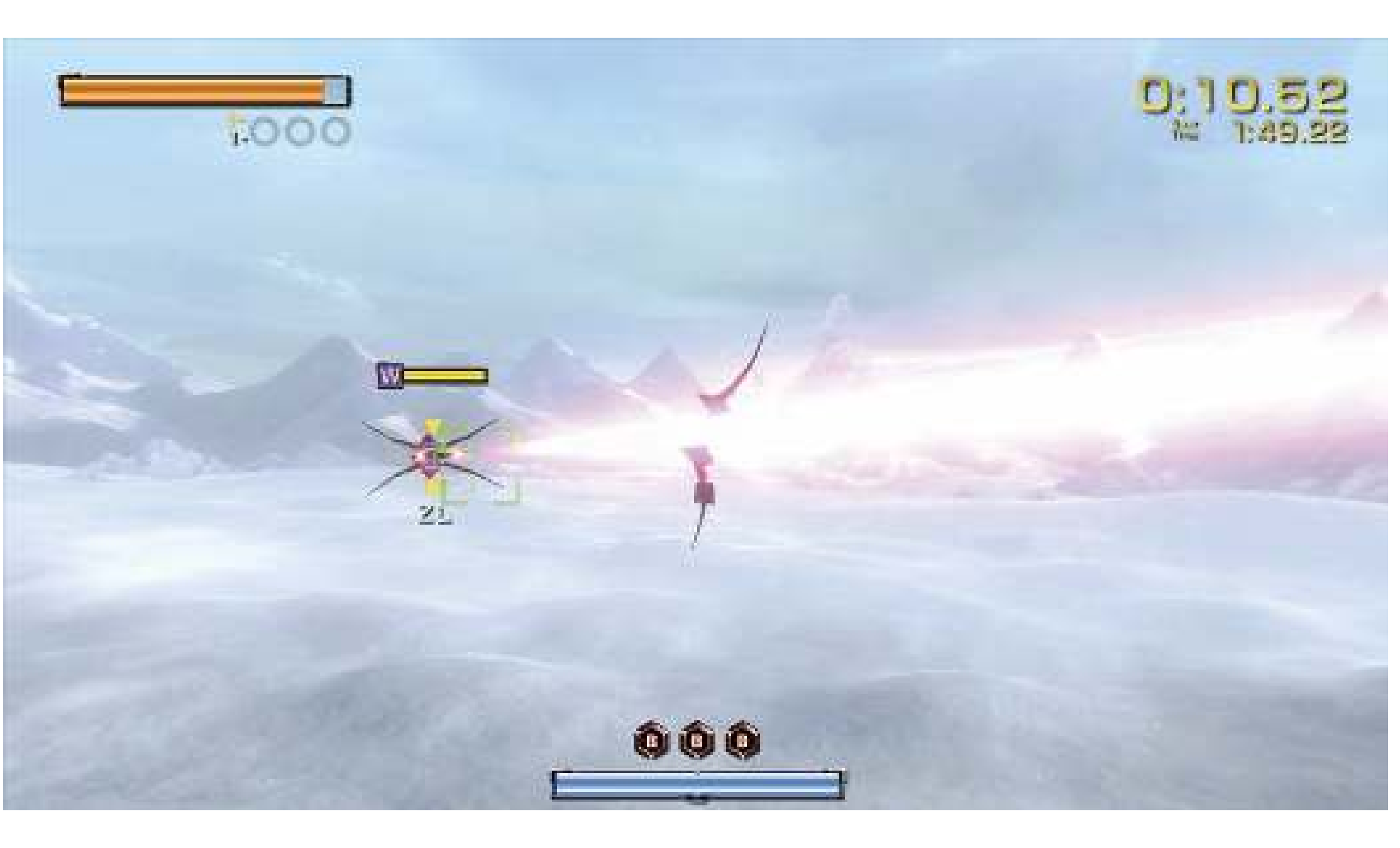
Completion Prerequisites
Corneria – Enter Star Fox!
Sector α – Frenzied Firefight
Area 3 – The Key to Victory

Hunter - Lone Wolf

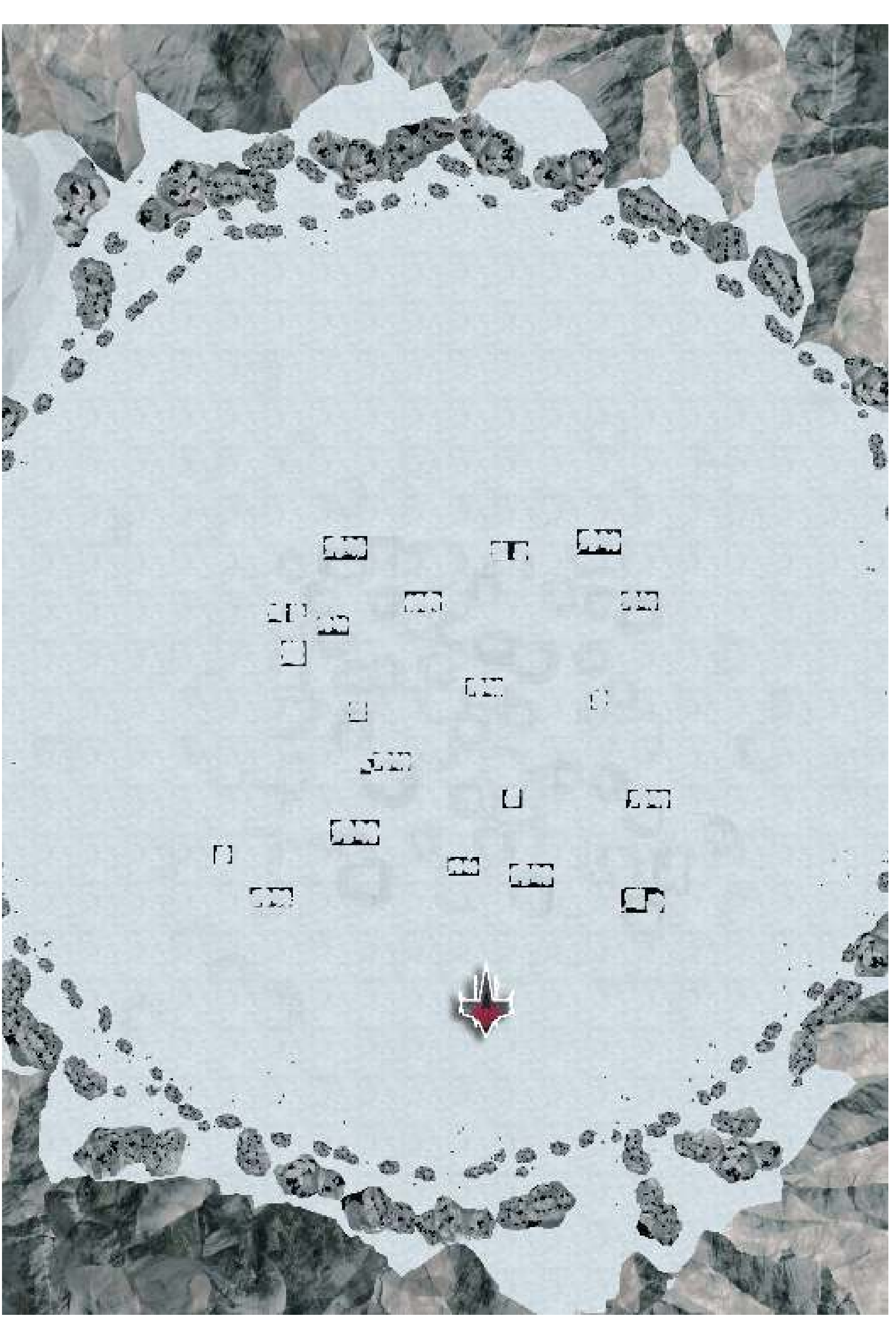
Phase 1: Defeat Wolf

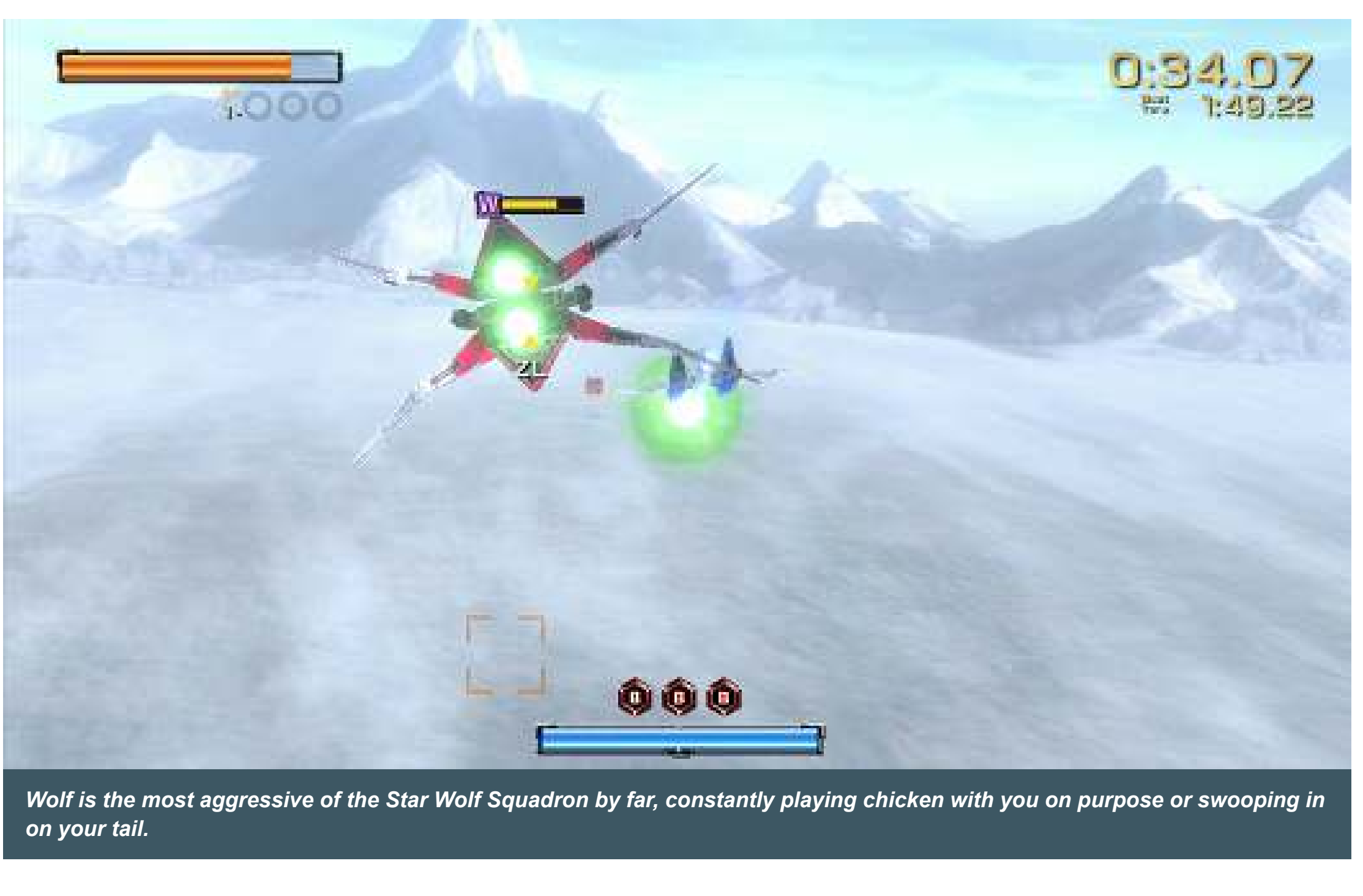


As you heard from reputation and now know firsthand from Sector β, Wolf is unparalleled as a fighter pilot. And now it's just Fox vs. Wolf, with neither cover nor support for either party. Wolf has the edge here with his Wolfen ship, which he commands even better than his wing mates.



Wolf can perform the same U-turns, barrel rolls, and somersaults as an Arwing, but his turning circle and speed variability are way better. He can almost turn 180 degrees on the fly while moving full speed ahead. You'll get a taste of this right away—he'll already be firing at you before the Phase marker disappears (it's wise to barrel roll right when the mission begins), and once he blows past, he'll flip to find you as a target again. You must get moving right away to match his maneuverability.





Wolf is the most aggressive of the Star Wolf Squadron by far, constantly playing chicken with you on purpose or swooping in on your tail.

If you turn hard manually to follow him, you may even end up in brief loops of repeatedly flying right past each other shooting, turning rapidly, flying past each other shooting, and so on until one of you can't turn tight enough to keep it up, and another tailing situation materializes.

These spiraling midair exchanges are not only good places to flex your command of motion aiming controls and tight Arwing piloting, they're also good opportunities to nail Wolf with a bomb. You know he'll be close as he passes, so you can fire the bomb and immediately tap the button again to manually trigger it. You can't hurt yourself with the blast, and the radius is big enough to nail Wolf in these scenarios. When he's doing his short bank and boosting back in at you, just launch a bomb and detonate it in his way. Simply flying into its fiery aftermath deals heavy damage to a light fighter.

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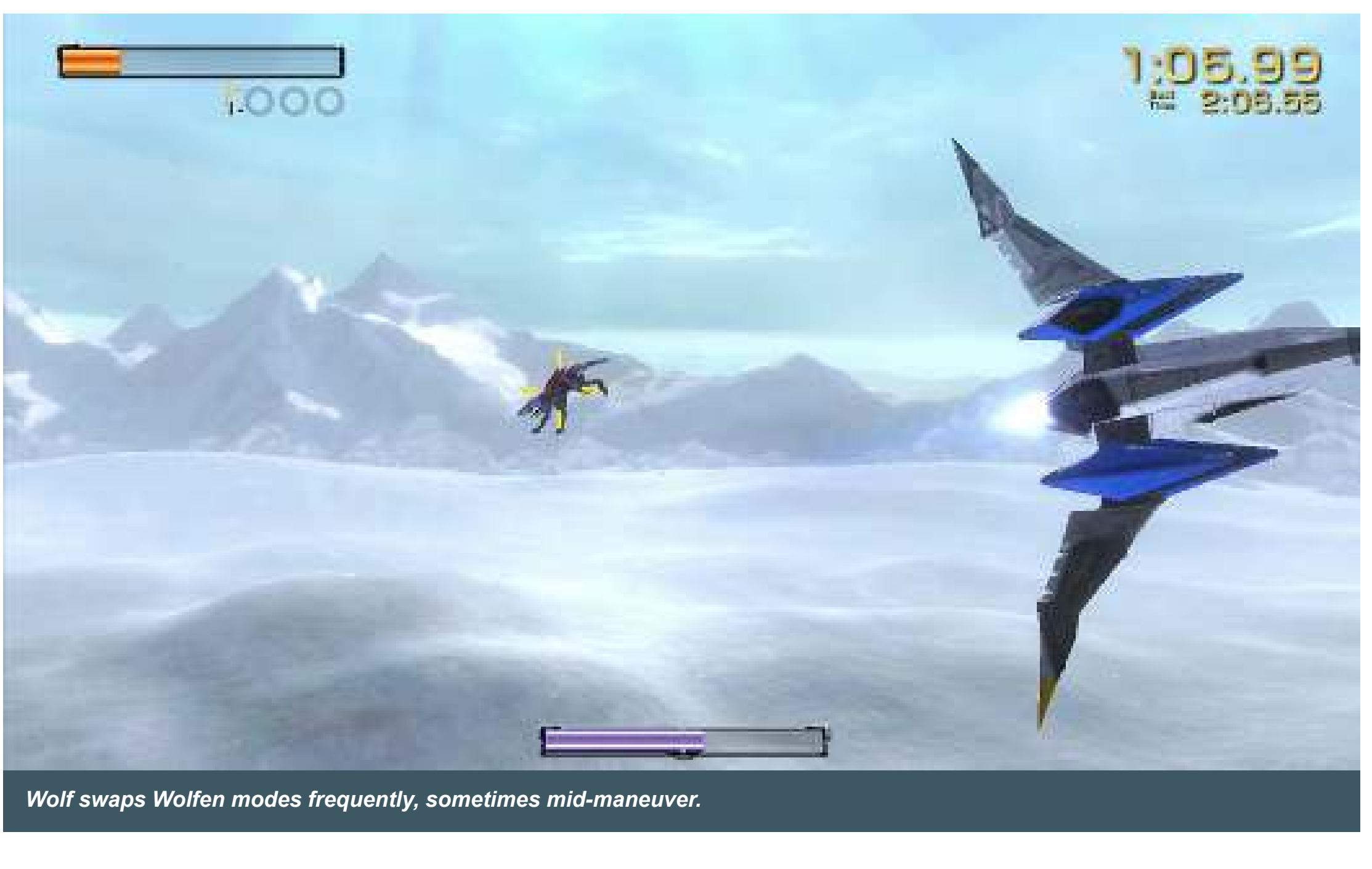
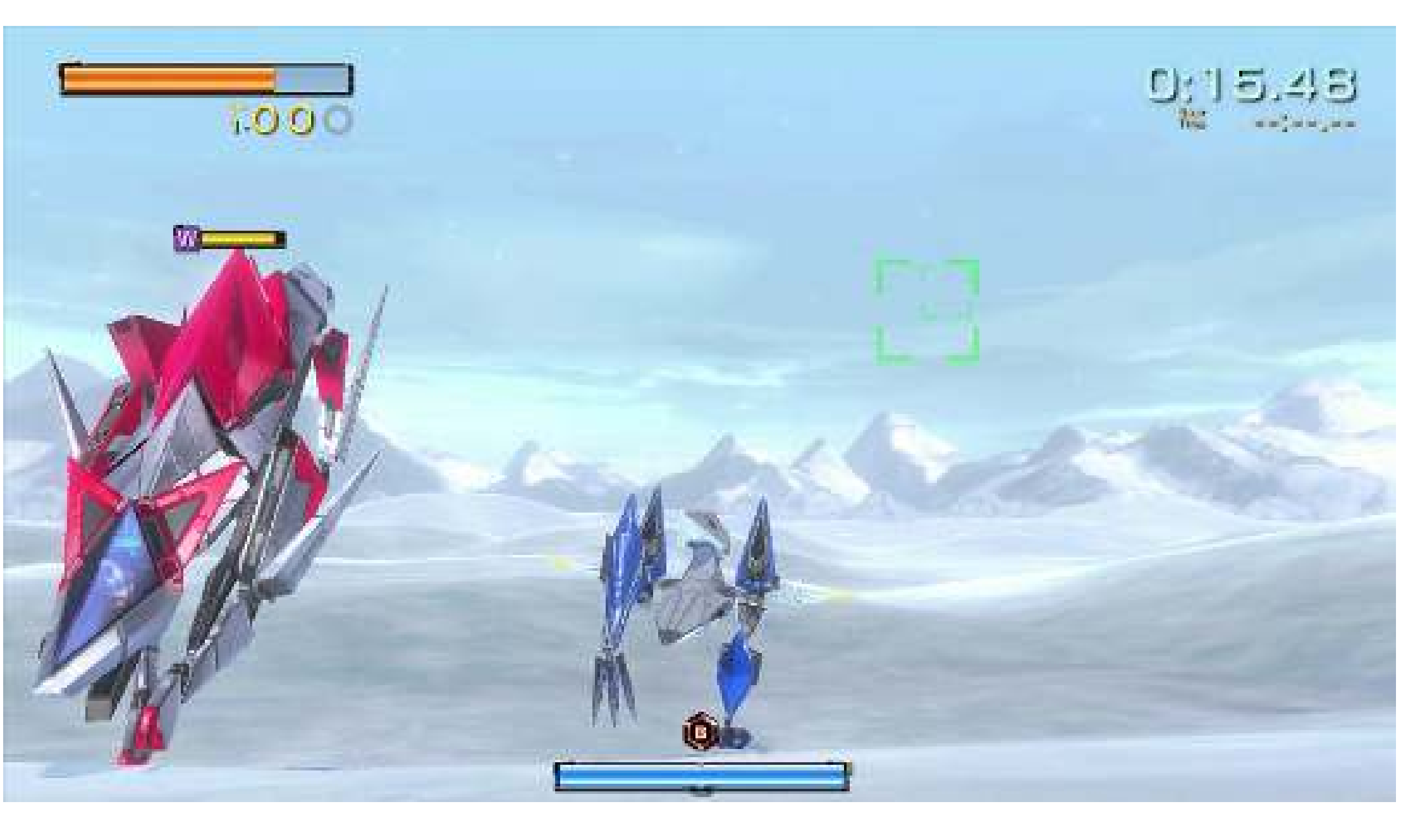
2:06.55

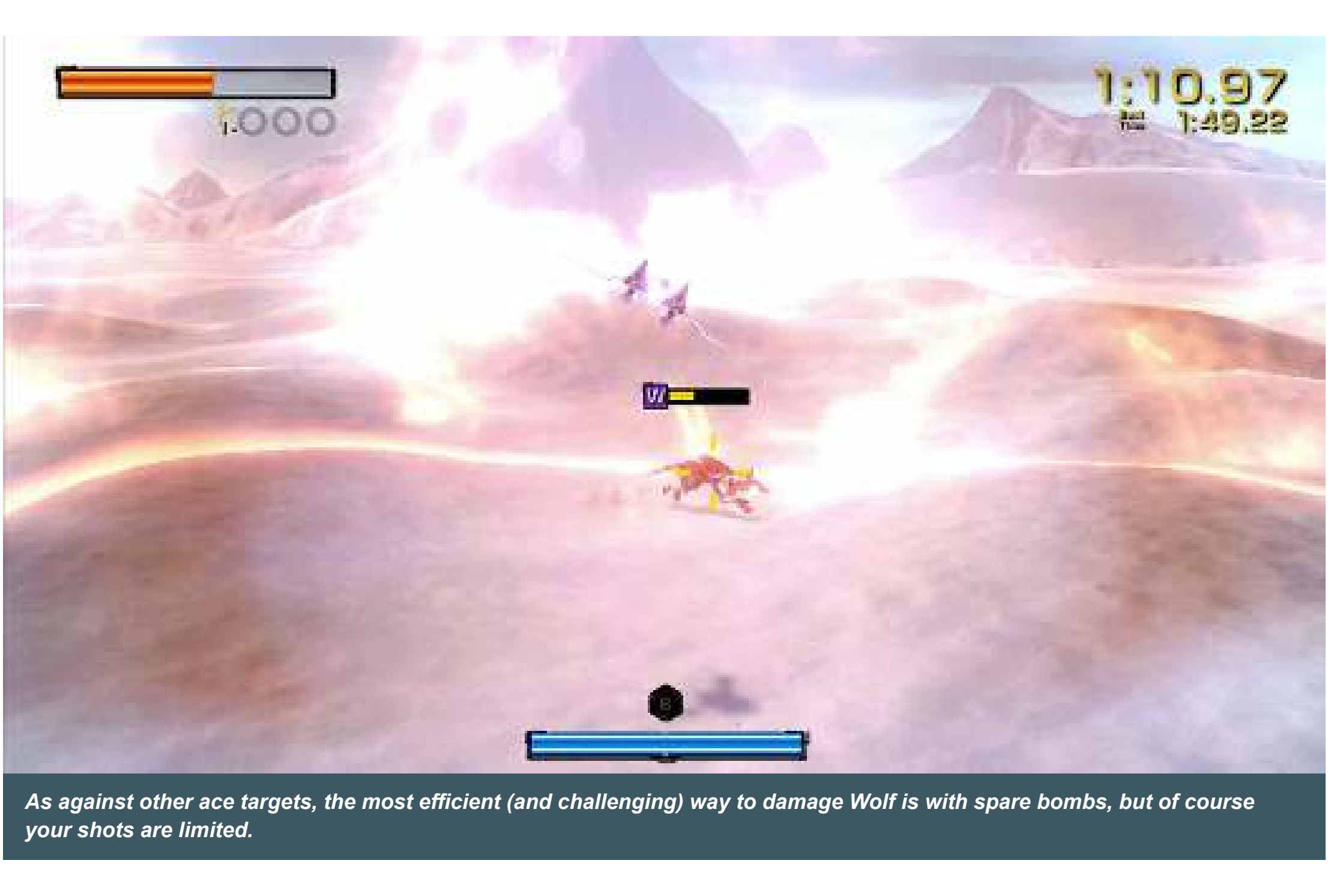


Wolf swaps Wolfen modes frequently, sometimes mid-maneuver.



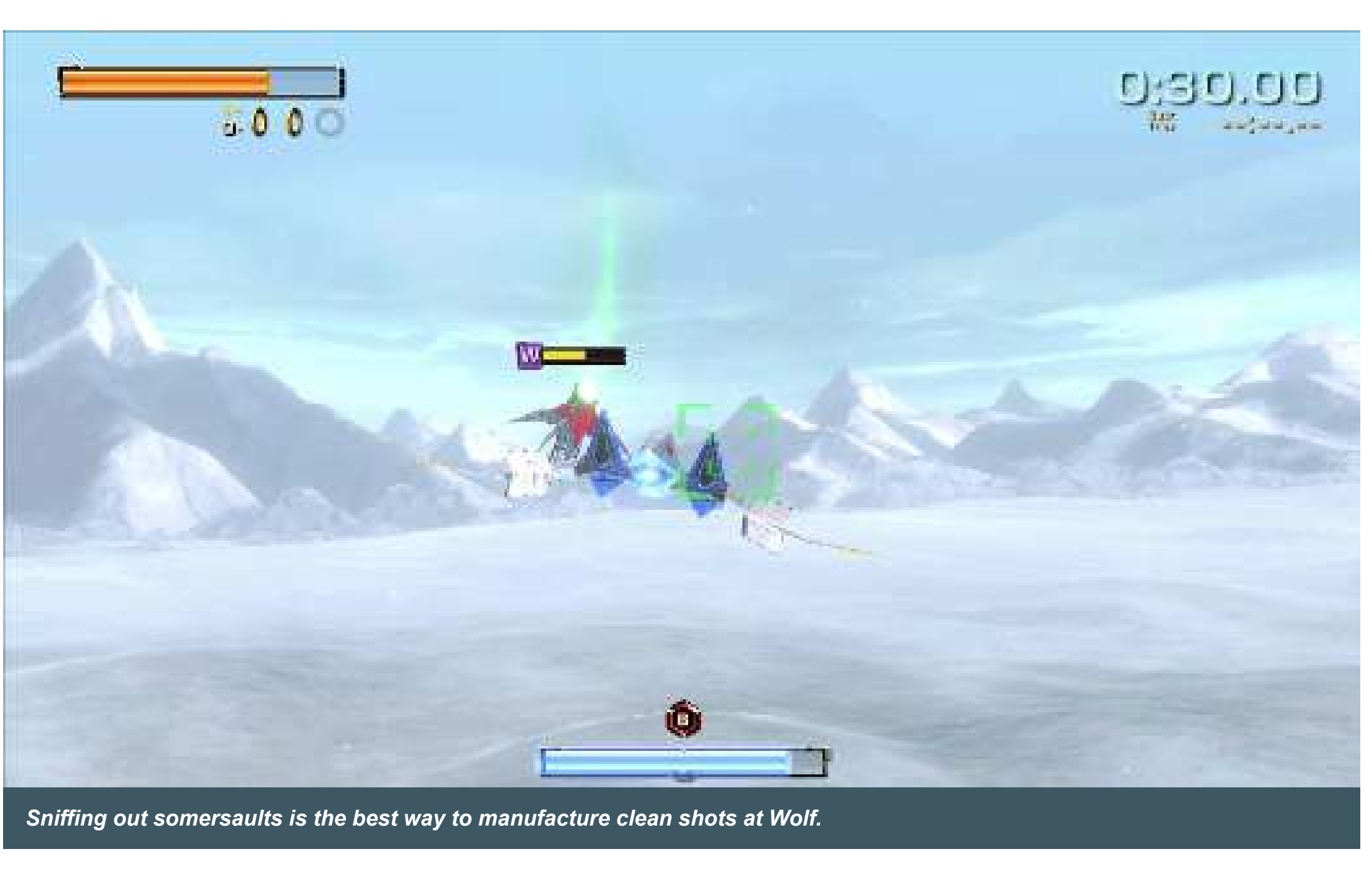
You can also hit him with bombs in his alternate form. Wolf uses the Wolfen's Hunter mode extensively. You probably saw Wolfen members using this a bit during The Final Battle, but not to this degree. The Hunter is to the Wolfen as the Walker is to the Arwing, and you can even humor Wolf's fondness for the four-legged predator mode by facing off in the chicken-like Walker. But really, Wolf's use of the Hunter form is a liability, since it makes him much easier to target for constant fire from the Arwing, and much easier to strike with bombs.

1:10.57
1:49.22



As against other ace targets, the most efficient (and challenging) way to damage Wolf is with spare bombs, but of course your shots are limited.

Even if you arrived with only a single laser (like if you selected this mission from the Lylat System screen, after you've completed it already), it turns out you will get some help after all—ROB eventually makes a supply drop containing a laser upgrade, which ROB helpfully announces. (If the fight drags on long enough, your AI buddy will eventually also drop off a supply container holding a silver ring.) And, bombs aside, laser sharpshooting remains the fastest way to deal damage to this Wolfen. Despite the challenges mentioned regarding Wolf's ace piloting, you can still earn chances for sustained fire.

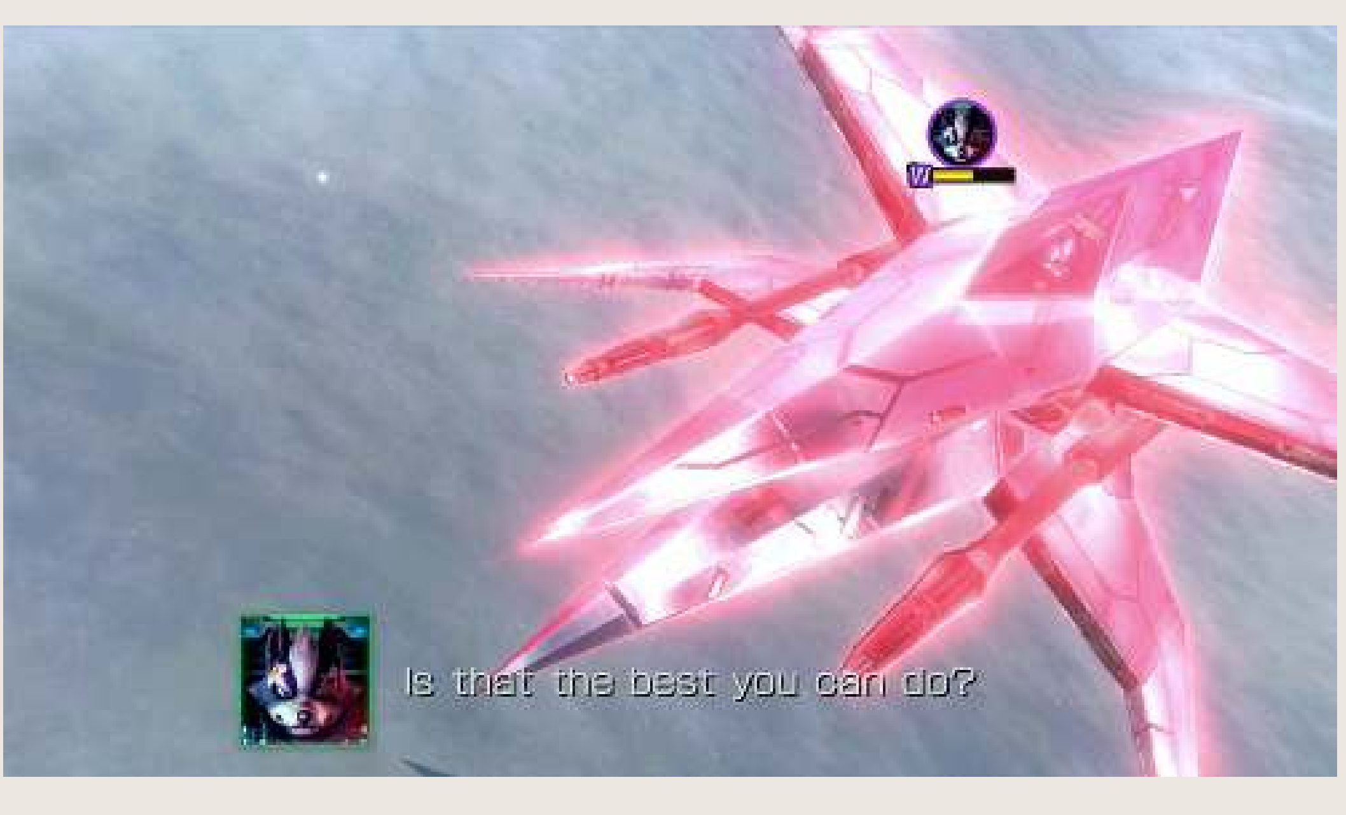


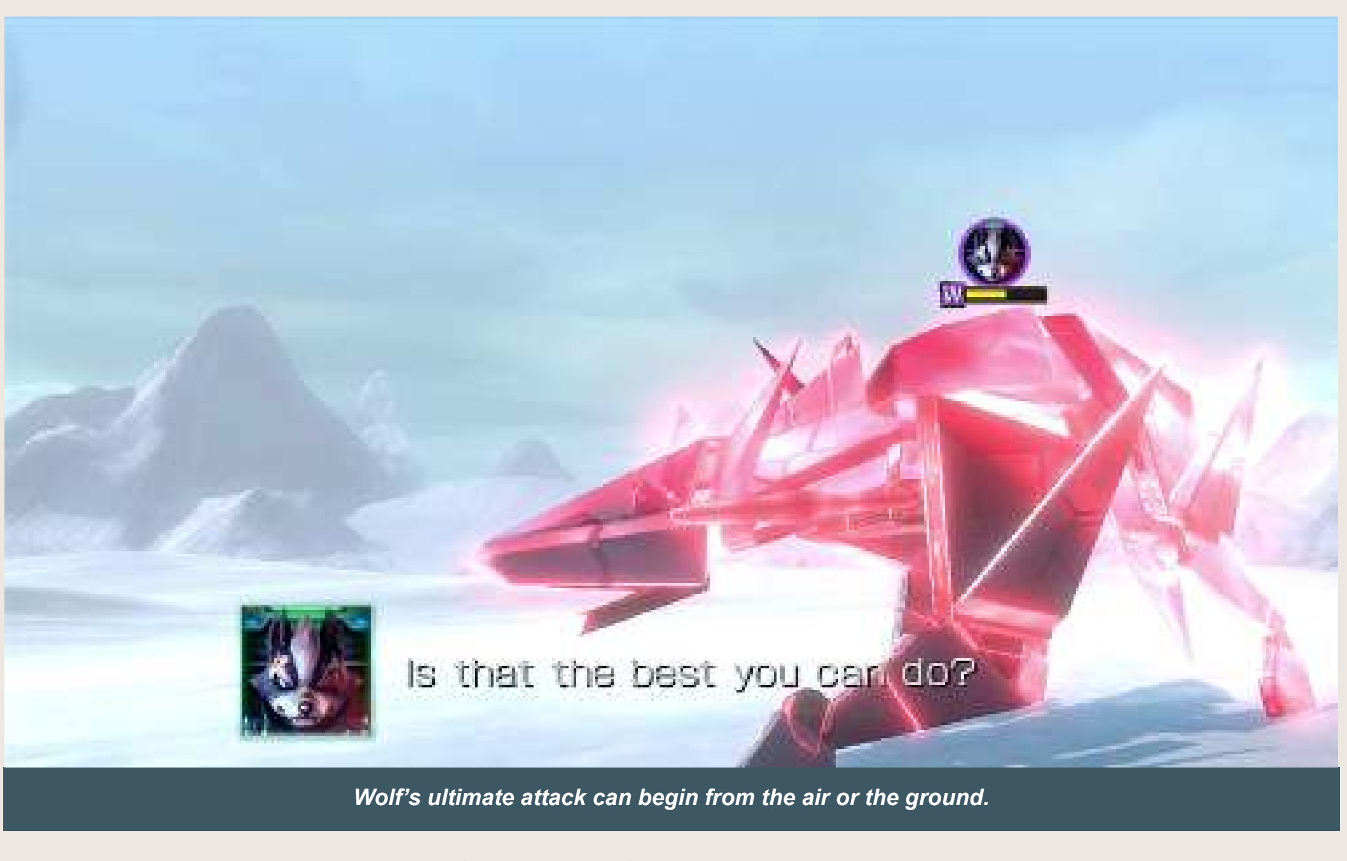
Sniffing out somersaults is the best way to manufacture clean shots at Wolf.

In particular, Wolf is as susceptible as any other Wolfen pilot to getting duped into somersaulting right where you want him. During your sorties against him, build up and unleash charge shots (not critical shots, for once). Not because they hit him or deplete his shield gauge fast, but because Wolfen pilots love to somersault over regular charge shots, especially the champ of Wolfen pilots. Brake hard as Wolf noses up into the loop, then be ready to dump a few solid moments of uninterrupted laser fire into him as he comes back down directly in front of you.

Whether in Wolfen or Hunter form, once Wolf's shield gauge is half depleted, he starts fighting even more ferociously. He reveals his special maneuver, the Lightning Tornado.

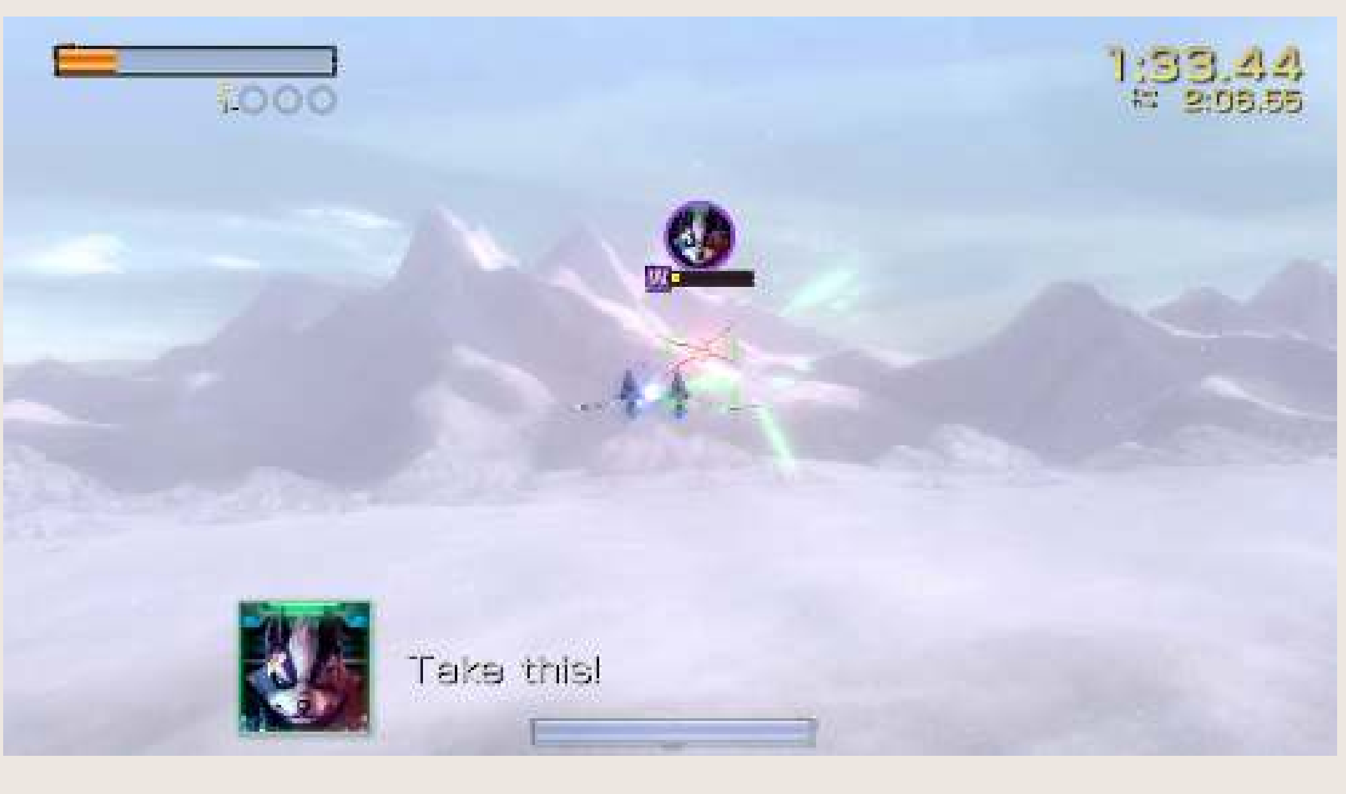
LIGHTNING TORNADO



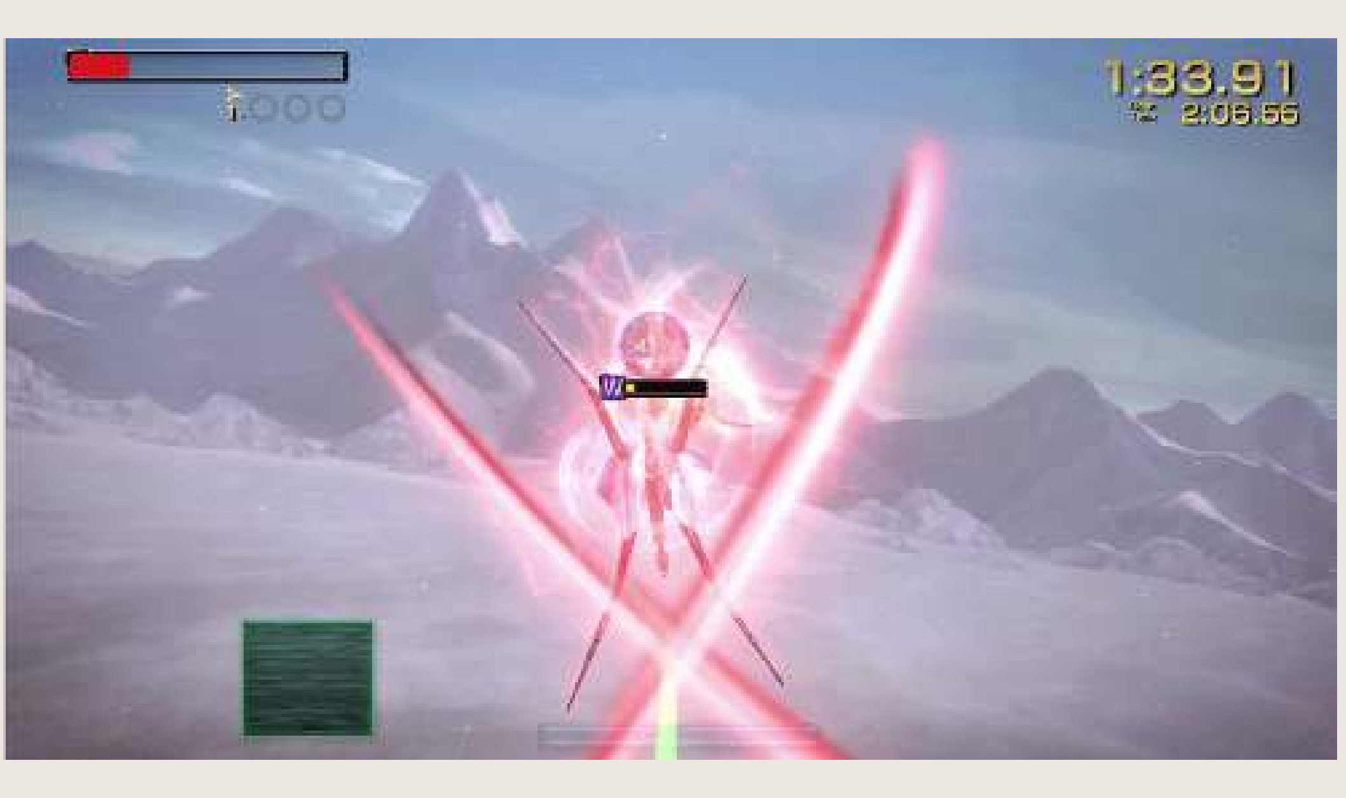


Wolf's ultimate attack can begin from the air or the ground.

As dangerous as the special moves from other Wolfen squad members are, this one trumps them all. It's pretty straightforward: Wolf sends his craft into overdrive and it rockets right past Fox's Arwing at mind-bending speed, ripping the air in front of it with a red X and dealing severe damage to anything in the way.



Lightning Tornado is always preceded by a (brief) warning, as Wolf taunts "Eat this!" before cutting across Fichina in an instant. If you can't dodge Lightning Tornado consistently, you simply won't beat Wolf. To dodge Lightning Tornado consistently, keep focus view on Wolf when his shield gauge is getting low. Between his verbal taunt, the subtitle onscreen, and his craft's orientation, you'll have a second to react. The easiest way to dodge Lightning Tornado is to perform somersaults as he flies towards you. You become completely immune to damage while using the maneuver.



Once you're comfortable dodging Lightning Tornado, you can take advantage of his linear travel. Fly out of his path, then be ready to turn toward his ending point, lasers sizzling. However, beware that Wolf primarily uses Lightning Tornados in flurries, several back to back to back. So when he goes all out, it's prudent to cool it on offense and just focus on dodging him until he calms down and returns to his regular dogfighting behavior.

0:56.59
1:49.22

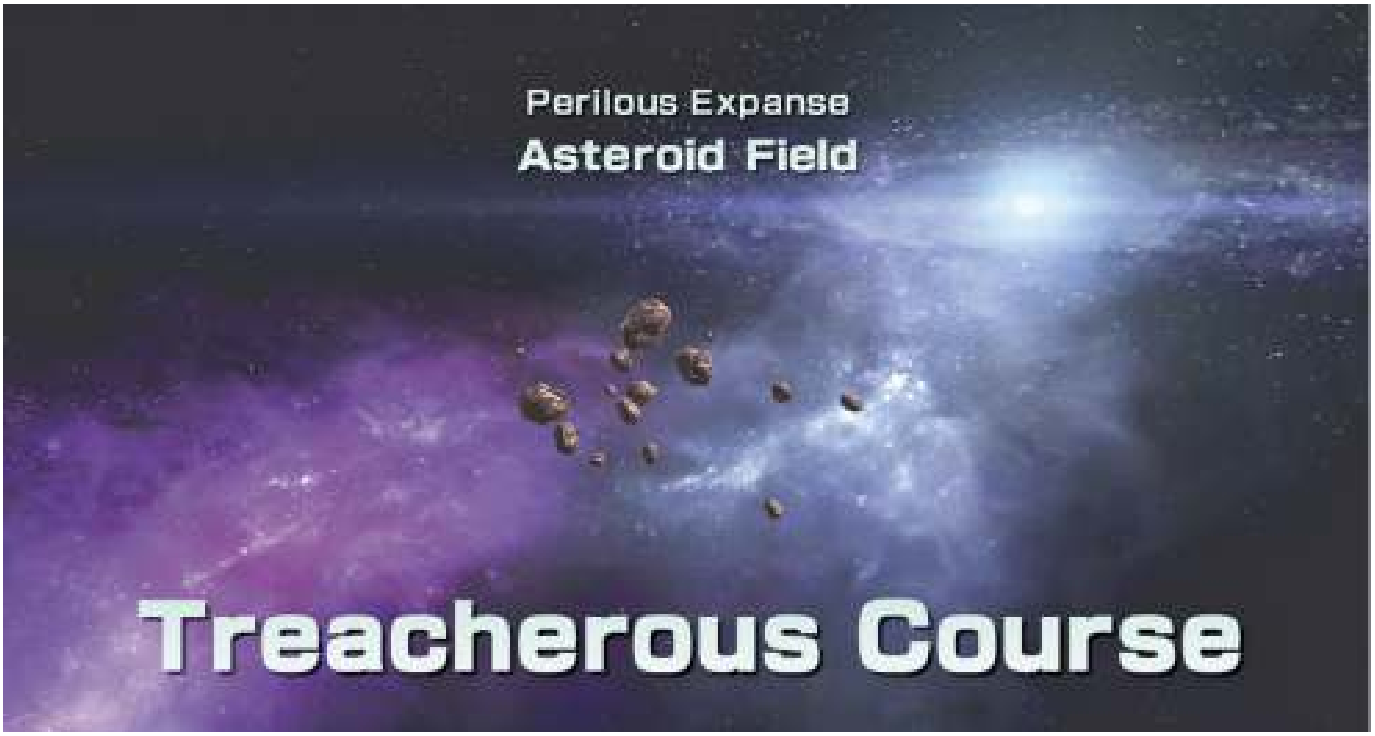
SPEED MEDAL

Like several satellite missions, there's only one medal to earn here. You must shoot down Wolf in 1:40. This can be extremely challenging, not least because Wolf is a worthy opponent. Wolf may randomly choose to make this much easier or much harder to achieve. If he opts to dogfight mostly in the Wolfen, and uses Lightning Tornado incessantly once his shield is tantalizingly low, he might ruin your attempt at a rapid victory. On the other hand, if Wolf decides to run around in Hunter form most of the time, making himself an obliging bomb and laser target, and if he refrains from going too nuts with Lightning Tornado, he can be much easier to defeat in time.

Asteroid Field - Treacherous Course

Introduction

Following the Chaos at the Colony satellite mission, you won’t follow the usual path of teleporting from Area 3 into Zoness. Instead, to rendezvous with the allied fleet in Sector β, the Great Fox powers straight through the debris-strewn expanse that stretches, among other places, between Area 3’s sector and Titania, heavily bisecting the Lylat System. Most cross-system traffic is forced to swing wider around the asteroid field, curving wide toward Sector β. Most traffic isn’t being escorted by Star Fox pilots, though.

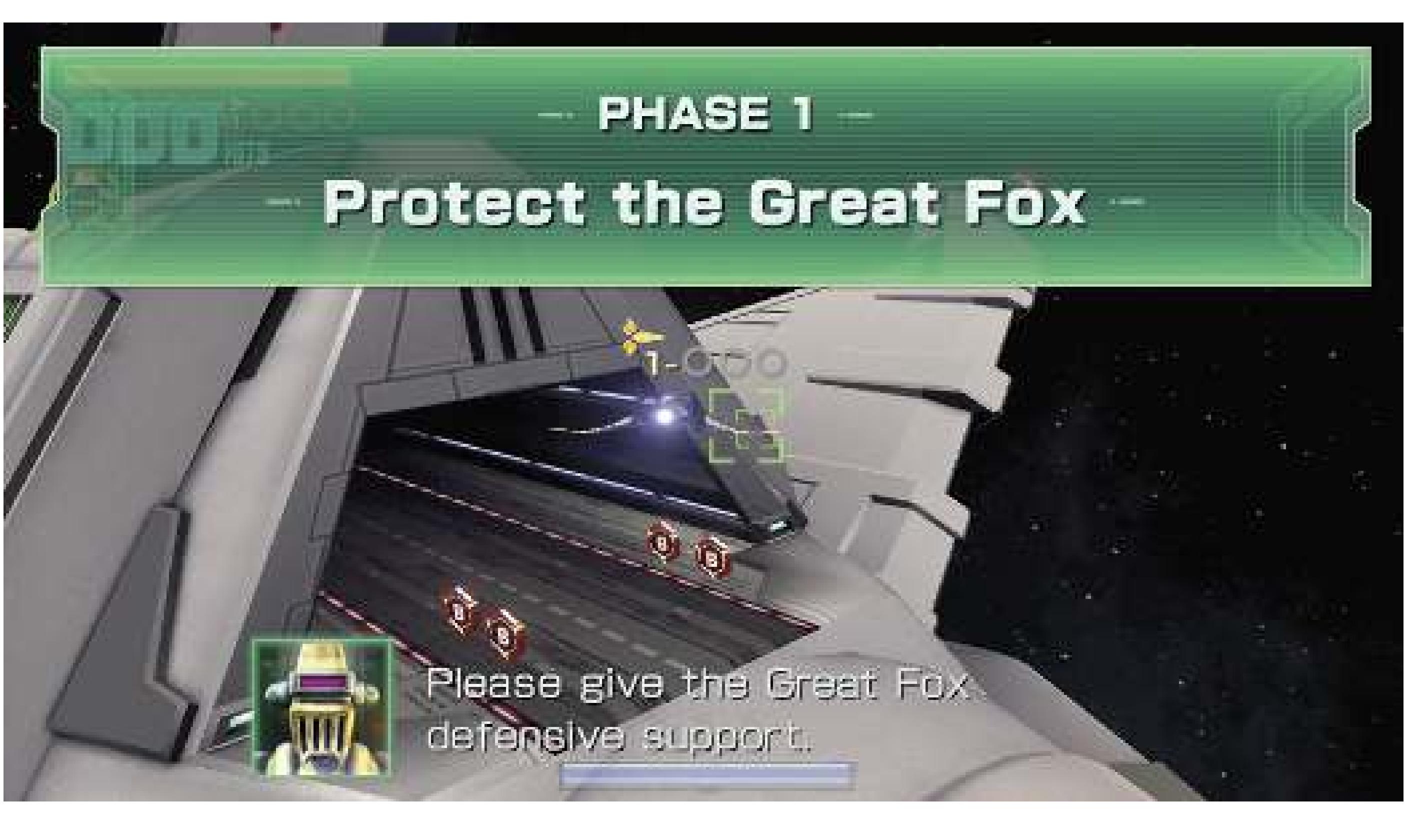


Asteroid Field - Treacherous Course

Phase 1: Protect the Great Fox

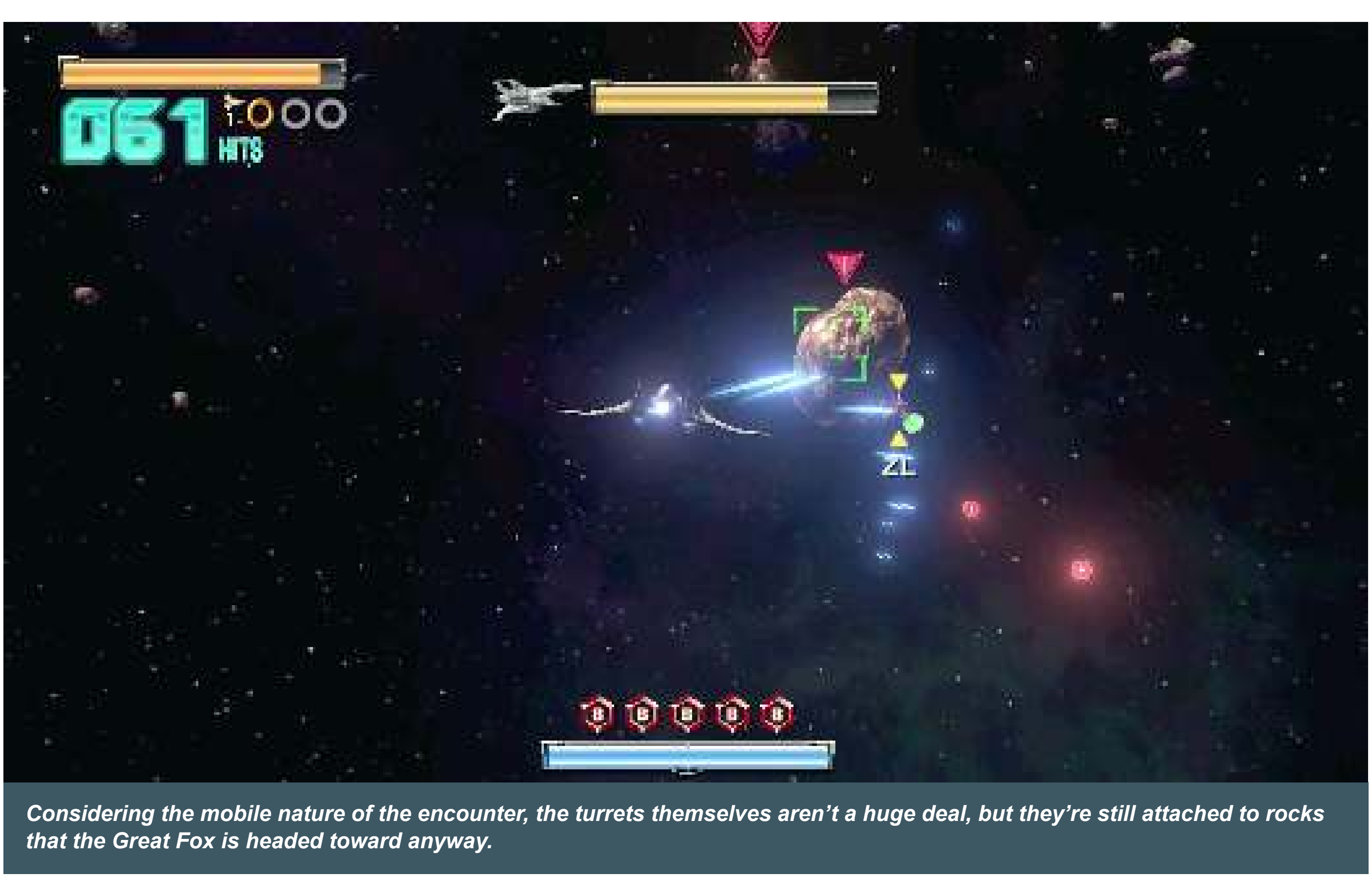
MISSION BEGINS

The only real objective here is to keep the Great Fox operational while you traverse a dangerous stretch. It's easy to find your way—just stick with the mothership! The Arwing and Great Fox fly forward at about the same speed, so you need to boost alongside it to approach the nose, or brake a bit to drop back to the tail. The top of the mothership's nose, upper hull, and wings can also serve as perches for Walker mode. The Great Fox's shield gauge is presented at the top of the screen, and ROB will also give you important updates along the way.



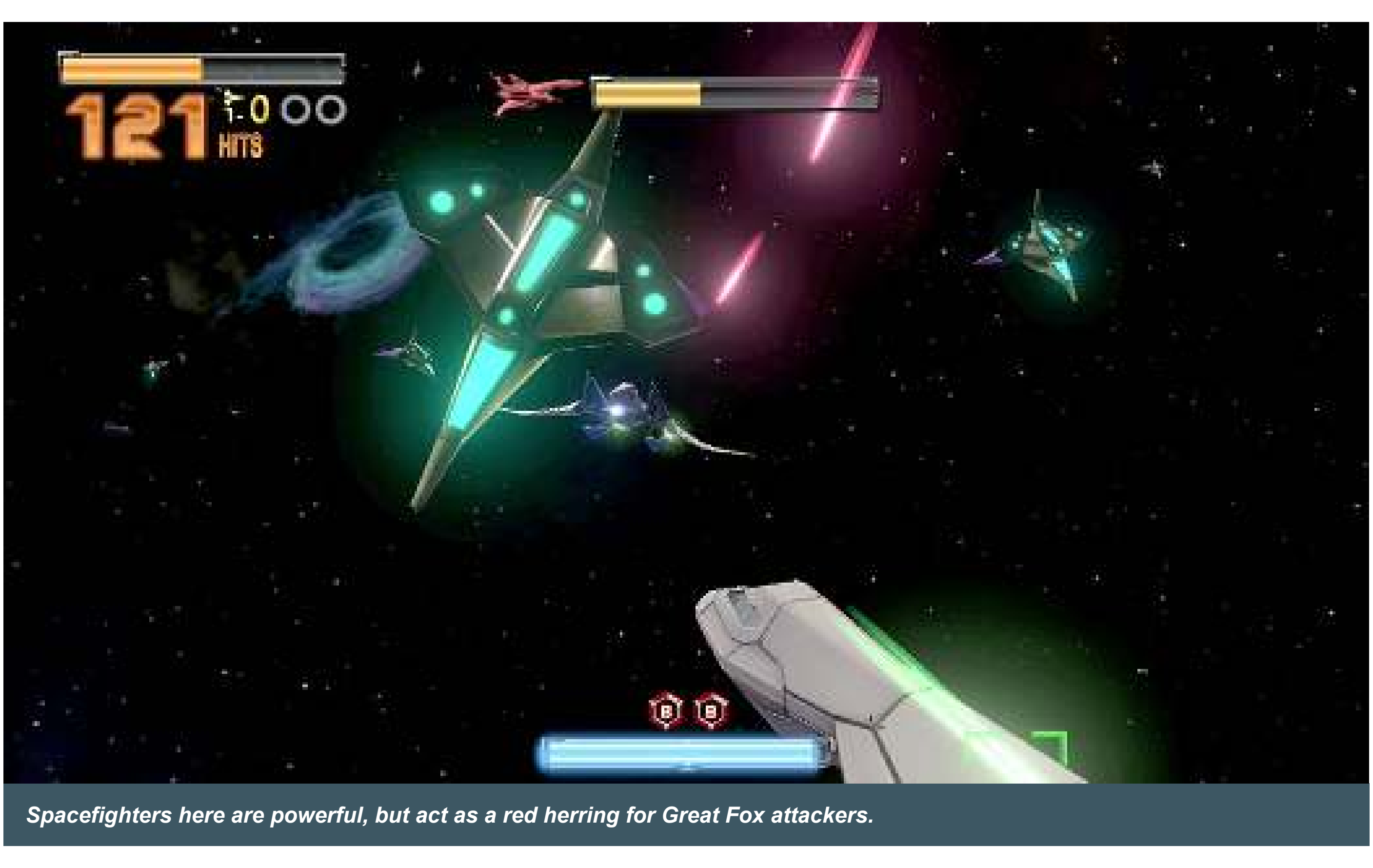
From the beginning, check out the Great Fox's rear landing deck. Four spare bombs are stored here, a giant boost to your rock-clearing firepower. You start with three, so there's no reason not to pick up two of these right off the bat. (Don't pick up the last two, accidentally or on purpose, until you've burned some down.) If you continue farther into the dark hangar after picking up a couple bombs, you'll be spat out on the front landing deck, right in place to collect a floating laser upgrade. So, right from the beginning, you should be armed with five spare bombs and twin lasers, a great starting place. Remember the spare bombs you didn't collect for later, whenever you're doing security passes along the ship's tail.

It's usually best to stick around the nose of the Great Fox, where you can assess approaching threats and help clear incoming debris, and glance backward to take stock of the large ship itself. Behind the Great Fox, you can see Area 3's ring world shrinking into the distance. Ahead, some huge, ship-sized planetoids tumble into view. The Great Fox uses two brilliant beams to crunch up these big rocks, which are way too massive for the Arwing to affect. But after the Great Fox crunches up a really big one, there will be many small asteroids behind, directly in the Great Fox's path. You must help clear as many of these out as possible in transit. Anything goes to protect the mothership. Surgically eliminate lots of individual boulders in a line by dragging continuous twin laser fire over them, or annihilate large clusters of rocks all at once with smart bombs. Some rocks will naturally tumble out of the Great Fox's way, but most rocks you fail to destroy will end up plowing right into the ship. Let too many rocks through, and the Great Fox will be destroyed, obviously ending the mission in failure.

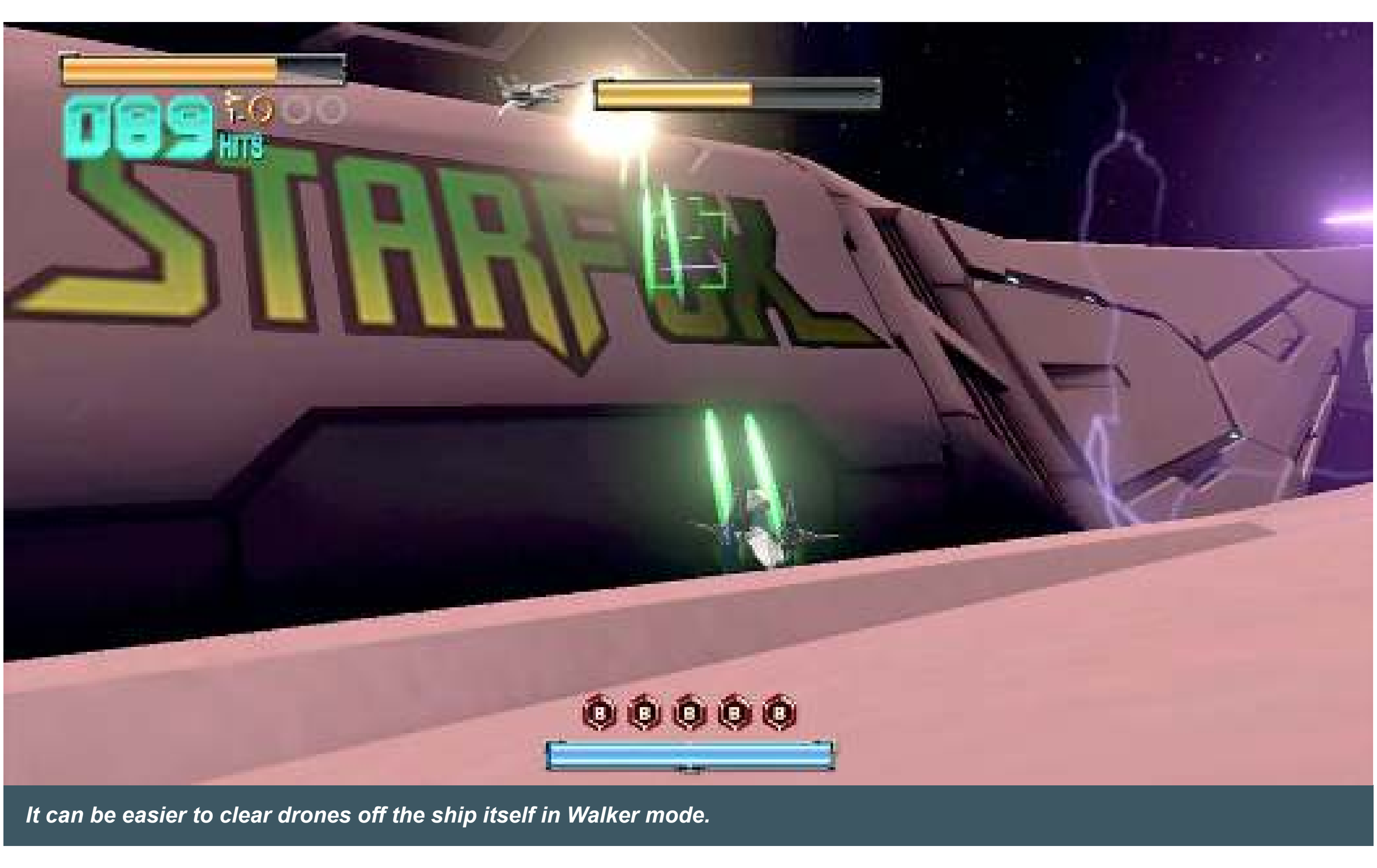


Considering the mobile nature of the encounter, the turrets themselves aren't a huge deal, but they're still attached to rocks that the Great Fox is headed toward anyway.

For the first minute of your journey, you'll only have space rocks to worry about, but you probably won't be extremely surprised when a small contingent of automated Androssian defenses detects you among the rocks before too long. Notice many of the asteroids tumbling in your direction have turrets attached to them. Crafty Bionics I craft also pop out from behind the rocks in packs. These short-range space fighters are here mostly to distract you from attending to the Great Fox rather than to attack it directly. Bionics fighters are trying to overwhelm you and keep you from clearing the way.



Spacefighters here are powerful, but act as a red herring for Great Fox attackers.



It can be easier to clear drones off the ship itself in Walker mode.

As adversaries attack, the Great Fox continues forward and asteroids continue to stray into its path. You must manage helping out the Great Fox while clearing enemies off your own back. Apart from the rocks, the biggest danger to the Great Fox here are Chiritori. These cap-like drones show up in Chiritori missile packs after a couple minutes' journey. If you can spot the incoming Chiritori missiles, you can shoot them down on their way, like during Copperhead Chaos, saving yourself a headache and earning a hit bonus. Otherwise, they spin toward the Great Fox and split up, spreading over the hull. They shock the Great Fox to deal damage, and you'll know when Chiritori are attached to the ship because the shield gauge flickers red continually. That's your cue to break off whatever you're doing and make sure the Great Fox is protected.

099
HITS
STARFOX

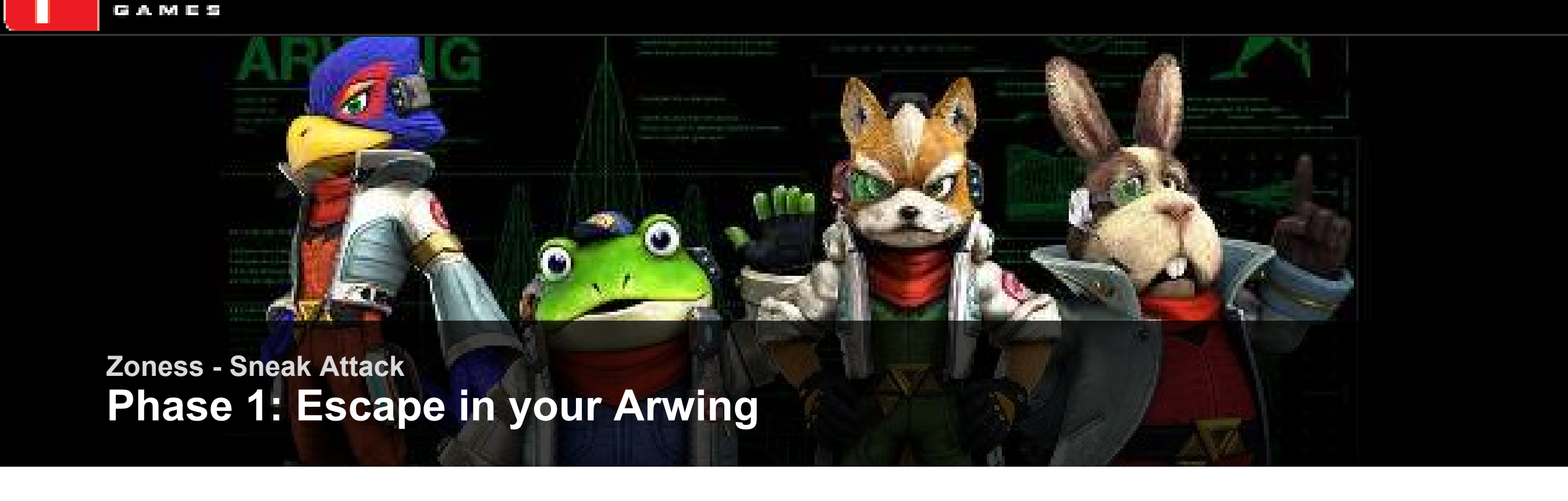
When the Chiritori missile packs split up, whether near the Great Fox to deploy onto it, or far away when you shoot them apart, watch out—the individual Chiritori will attempt to latch onto the Arwing, if they can, so they can deal shocking damage before exploding!

Zoness - Sneak Attack

Introduction

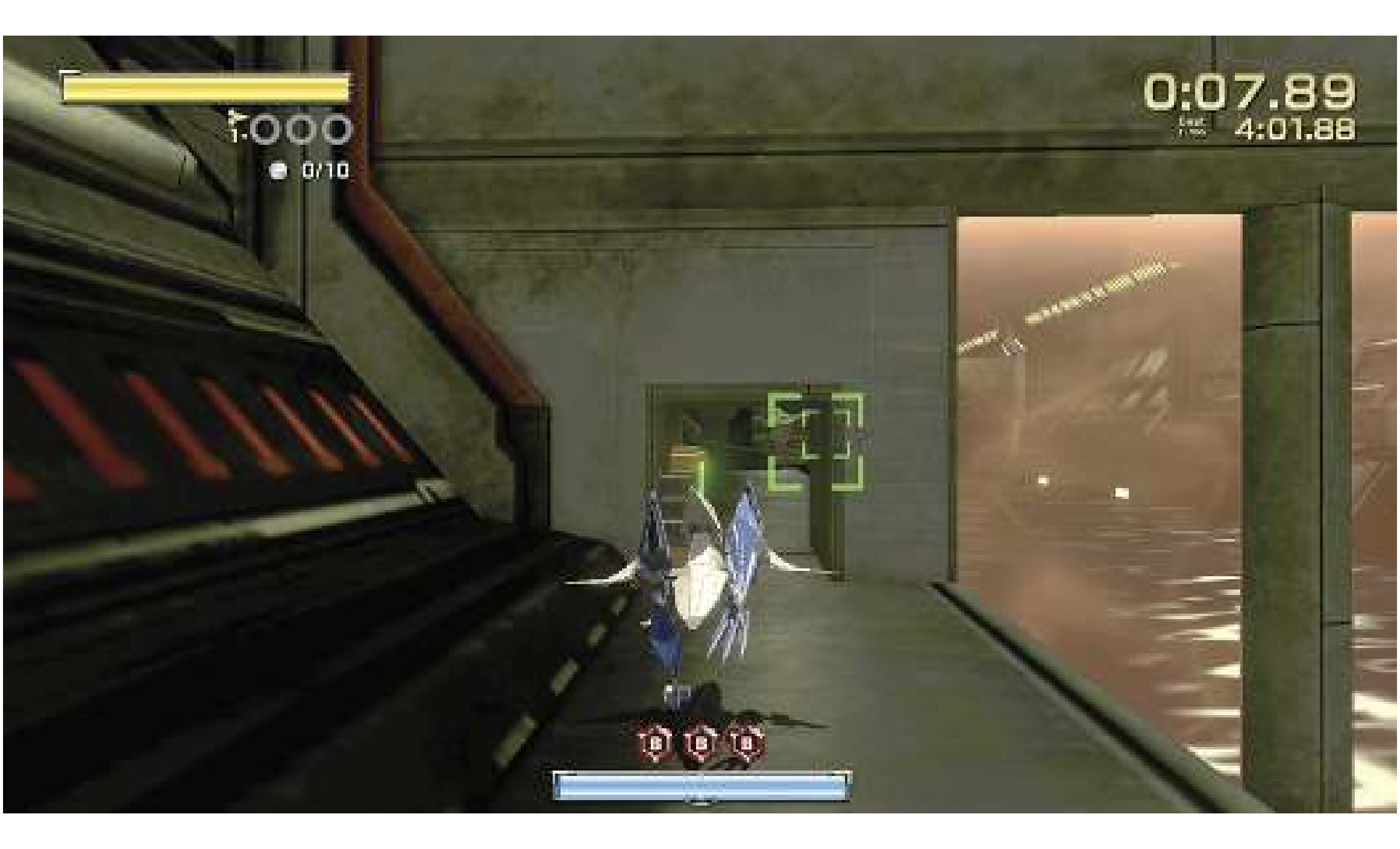
After taking down the Aquarosa, Fox has a choice to pursue Venom forces in either Area 3 or Zoness. These missions play out slightly differently, since Fox arrives earlier than usual. In the case of Zoness, not only are Andross's forces not expecting you at their secret base at all, but they're especially not expecting you to show up in an Arwing. This makes a big difference for Fox in this area, since the Arwing's lasers are stronger than the Gyrowing's. Instead of needing to take out Garuda mechs by shooting girders off the utility cranes here, or by dropping bombs on them, you can simply shoot them directly. The Arwing and Walker are also both quicker than the Gyrowing, making navigation of the level a snap. The Walker replicates Direct-i's hacking ability, so you can proceed to disable the generators as during Covert Ops. You just have more firepower and mobility this time.

Zoness
Satellite Mission 2
Sneak Attack



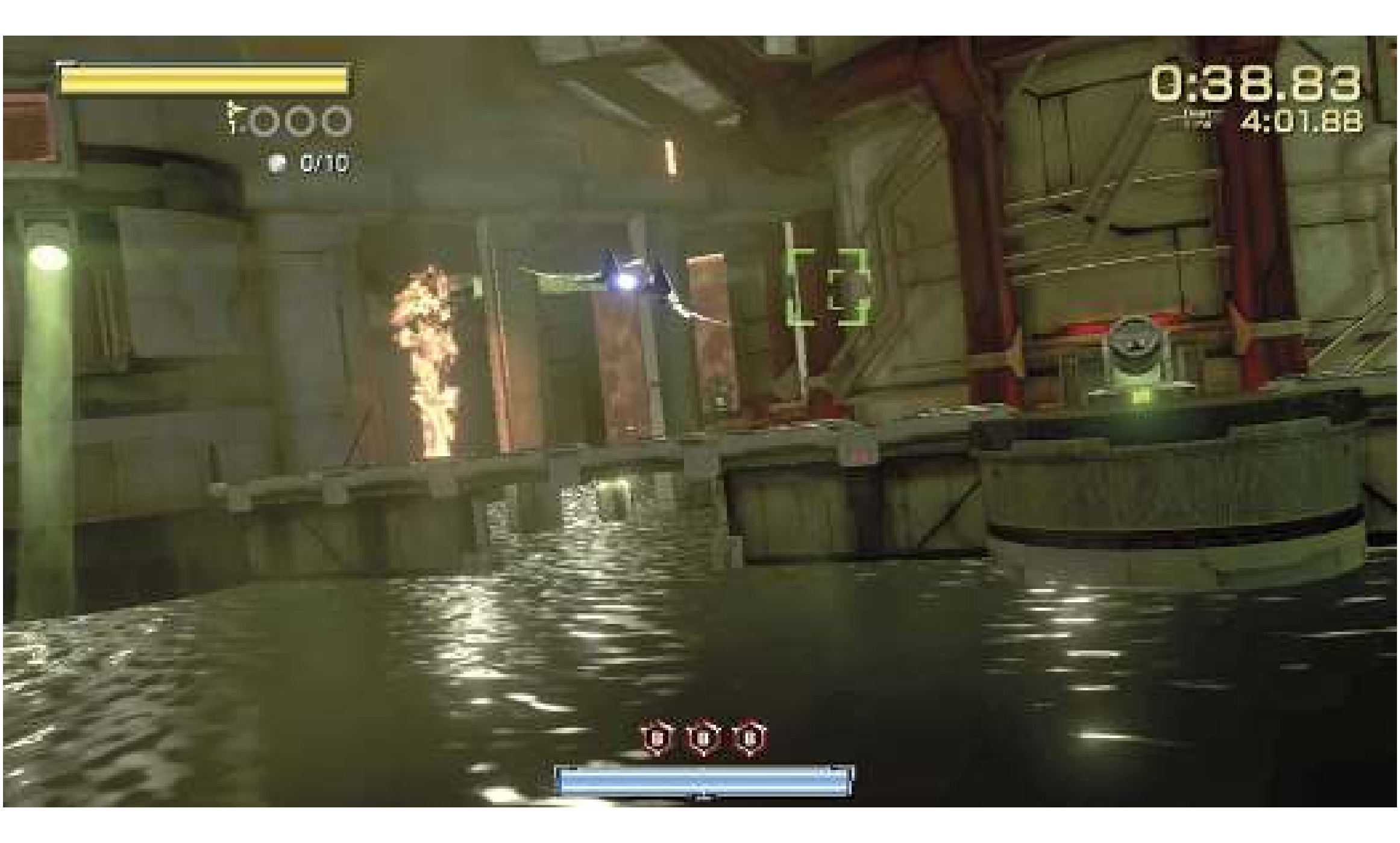
Phase 1: Escape in your Arwing

1 The entry sluiceway here has several searchlights scanning for intruders, Zoness sharks prowling the waters, and a force field followed by a big floodgate preventing entry into the base proper. In the Gyrowing, you have to lower Direct-i to hack and remove the force field; but here, you can just transform to Walker mode and run through the gap, no force field removal needed. At the end of the passage, open the floodgate and proceed into the base.

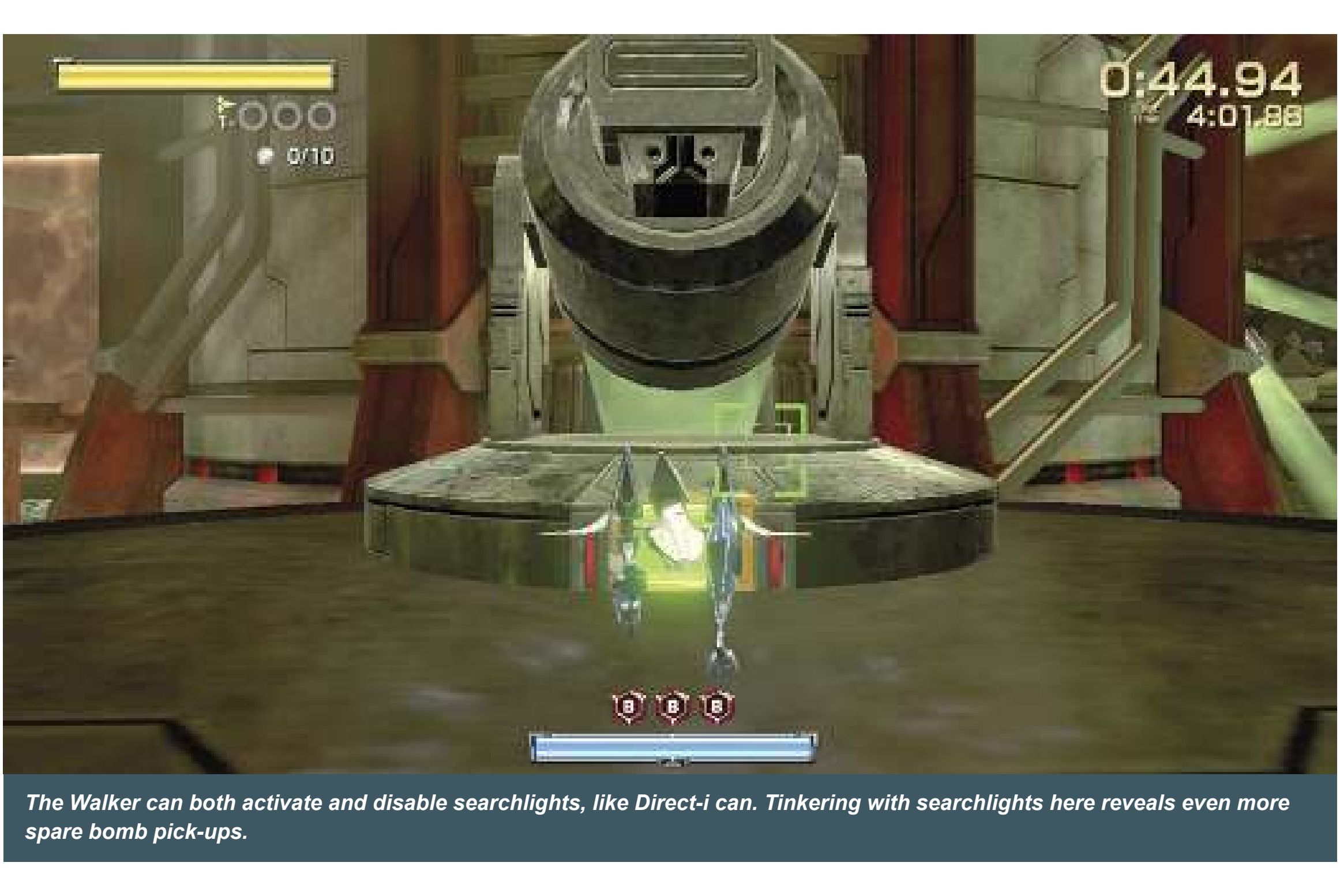


The searchlights summon a group of Bionics bots to attack if they discover you, but at least there is no Mission Accomplished medal to lose here (as in the regular version of Zoness) for being found. The only penalty is the need to destroy some drones.

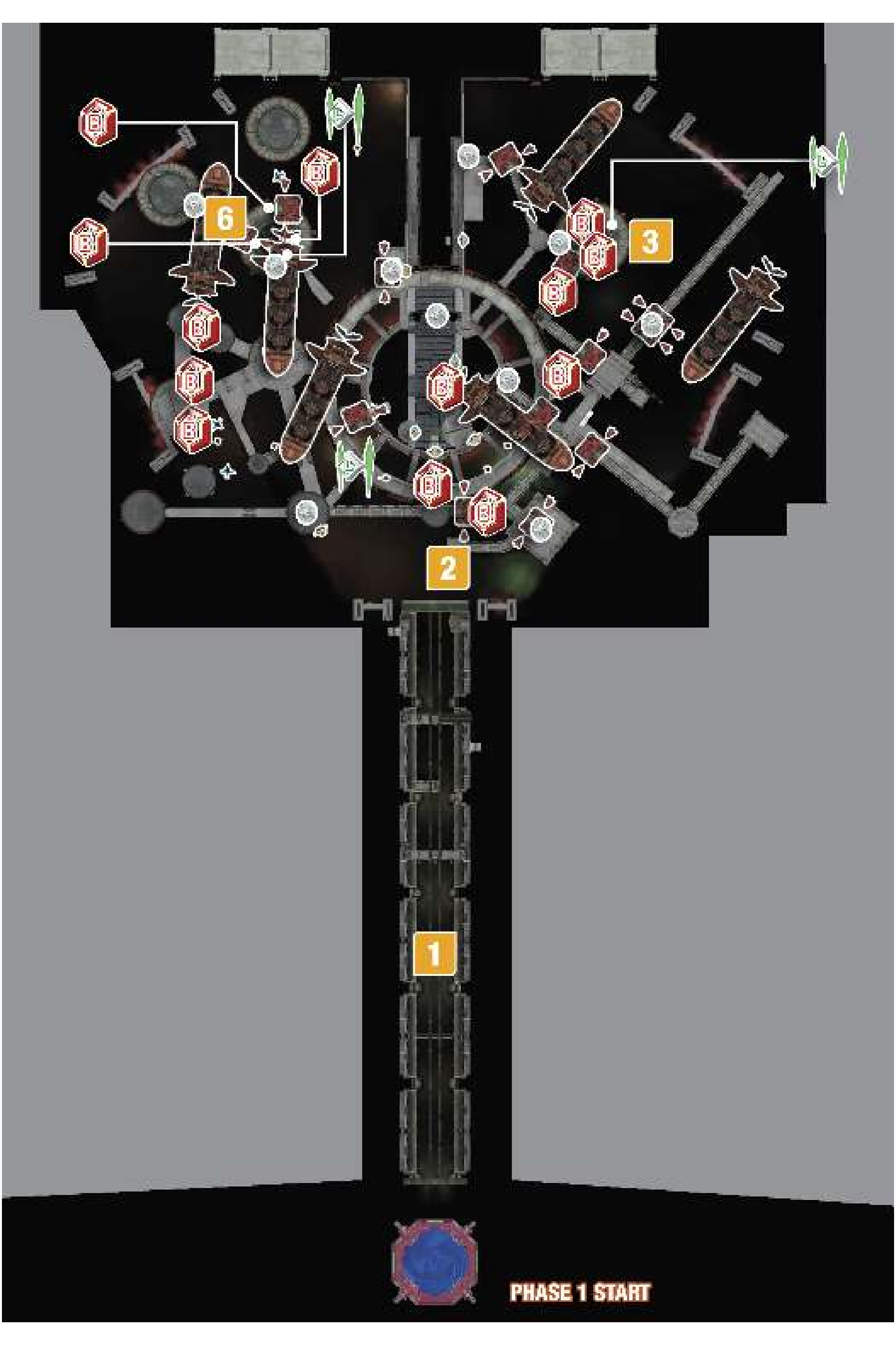
2 Now that you're in the base, you must disable the shield generator on either side so you can escape.



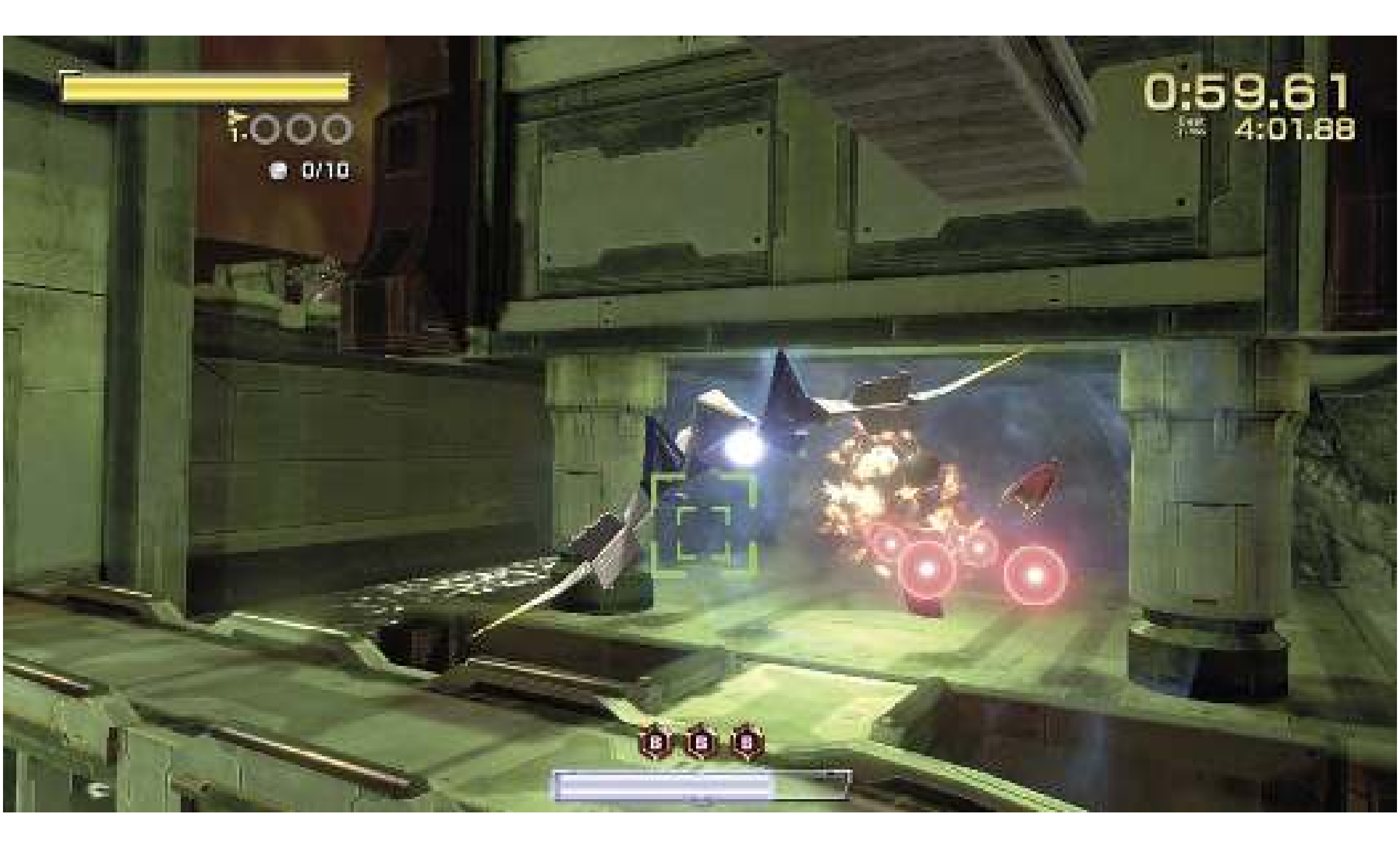
This sure seems like Andross has converted the place into a bomb factory, since bombs are spread about the place for the Arwing's backup stock; the Gyrowing isn't capable of picking up spare smart bombs, and can only lift square enemy bombs with Direct-i, but the Arwing has no such problem.

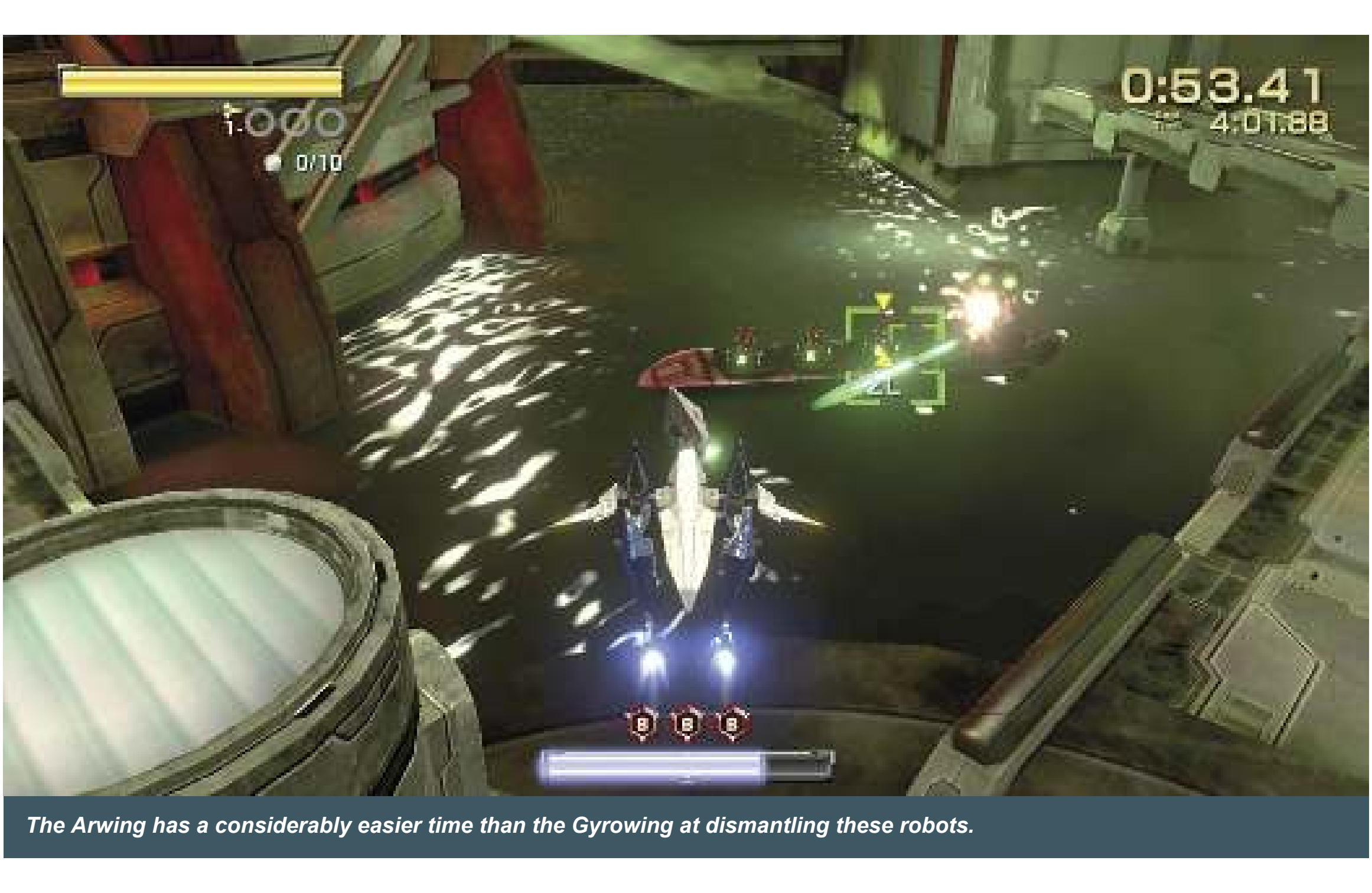


The Walker can both activate and disable searchlights, like Direct-i can. Tinkering with searchlights here reveals even more spare bomb pick-ups.

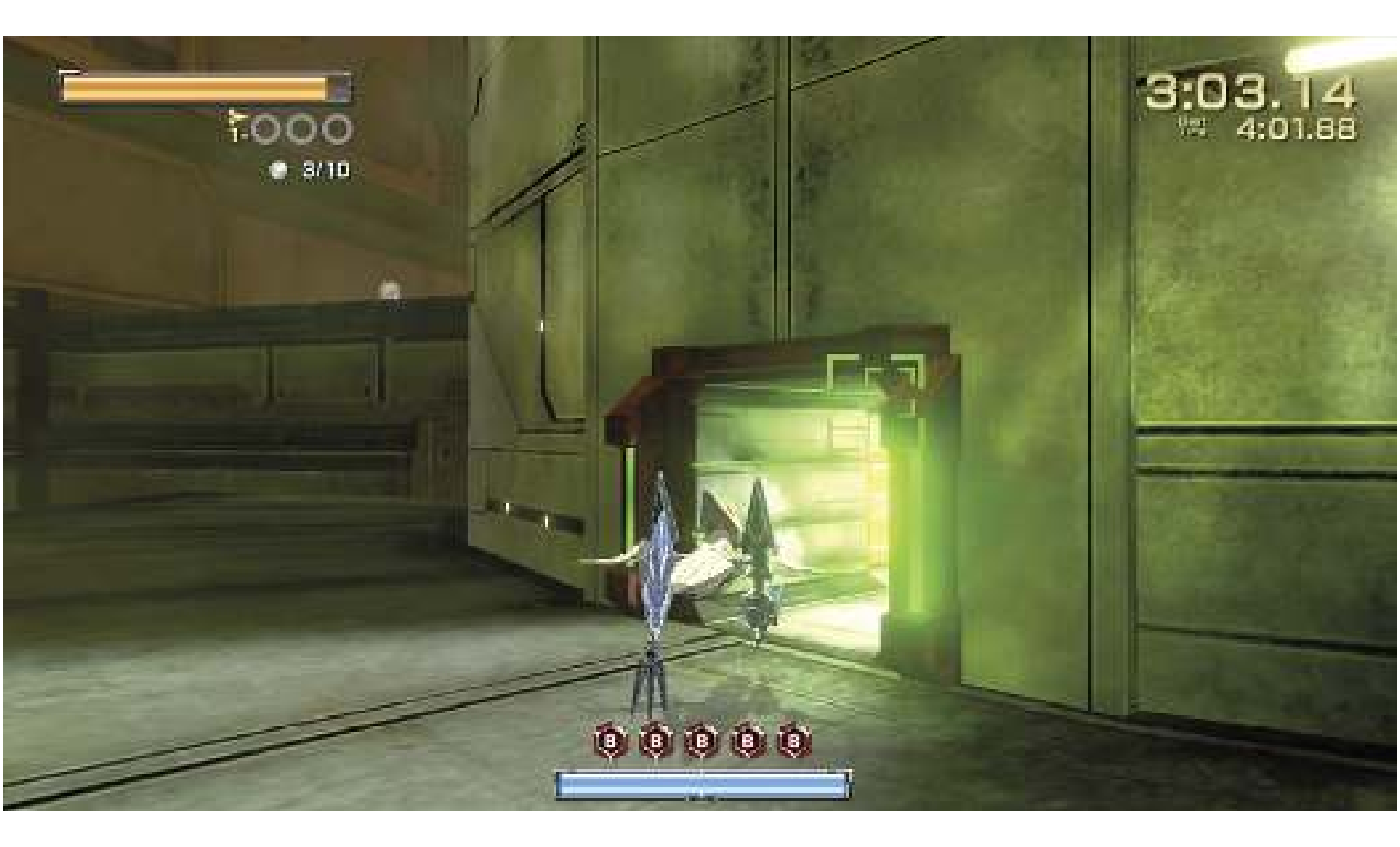


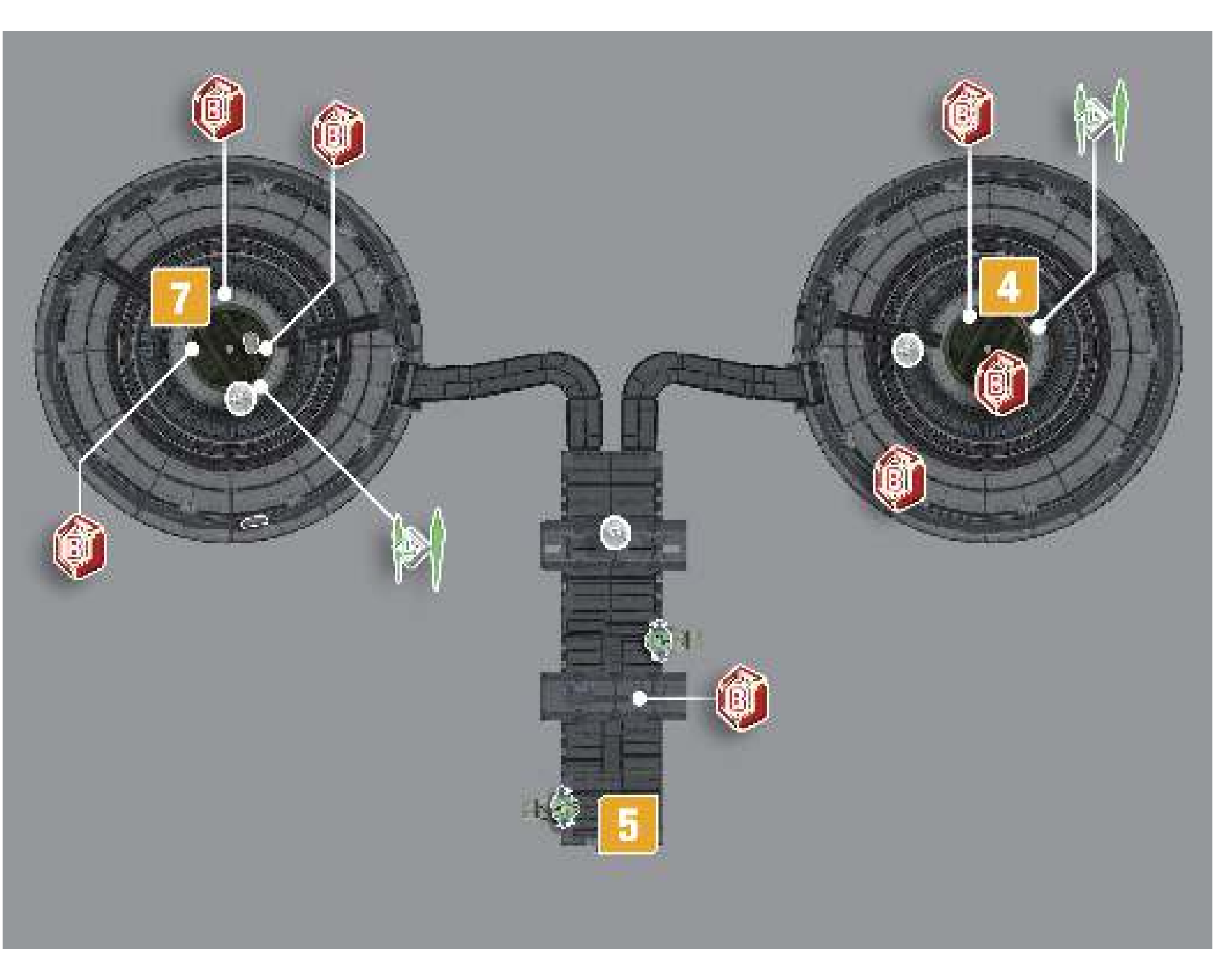
3 After you've gained access, you must find the shield generators, one in each wing. You can tackle them in either order. Once you've found one, you can open the silo doors on its roof by finding a small passage at the generator's exterior base, containing a hackable terminal. Once accessed, you can descend into the generator's main chamber and see what needs to be done.



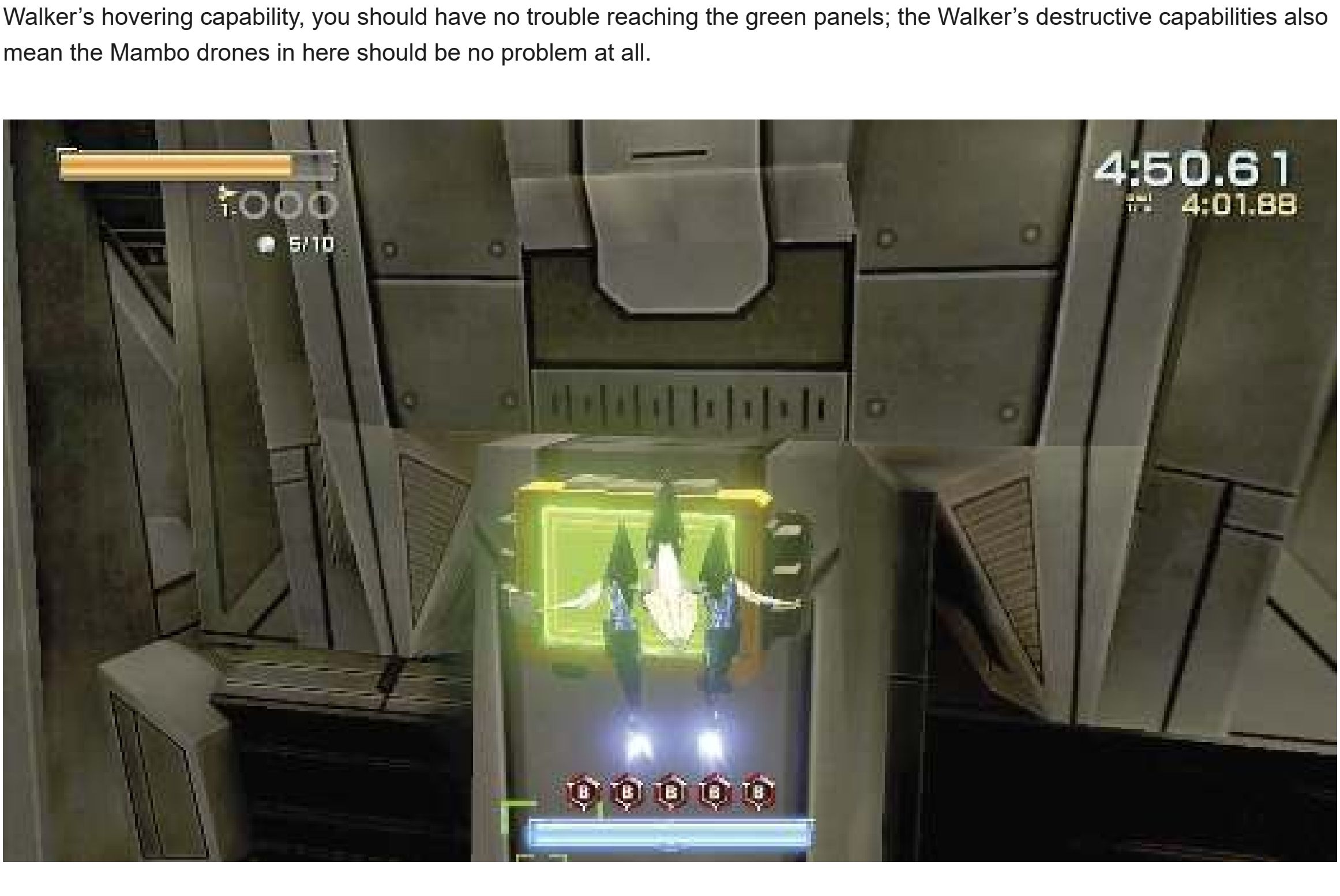


The Arwing has a considerably easier time than the Gyrowing at dismantling these robots.

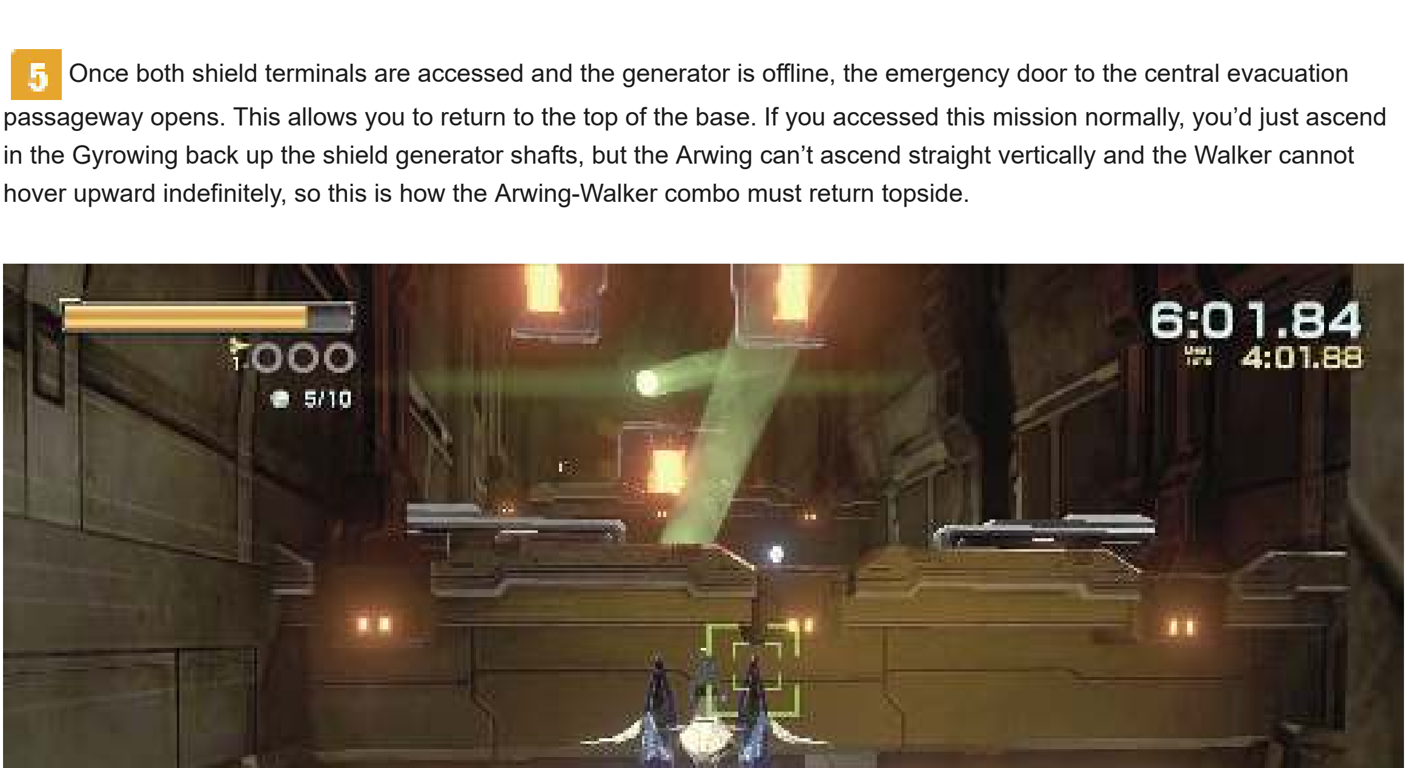




4 Inside the right wing generator, there are two terminals that need to be accessed in order to shut down power. With the Walker's hovering capability, you should have no trouble reaching the green panels; the Walker's destructive capabilities also mean the Mambo drones in here should be no problem at all.

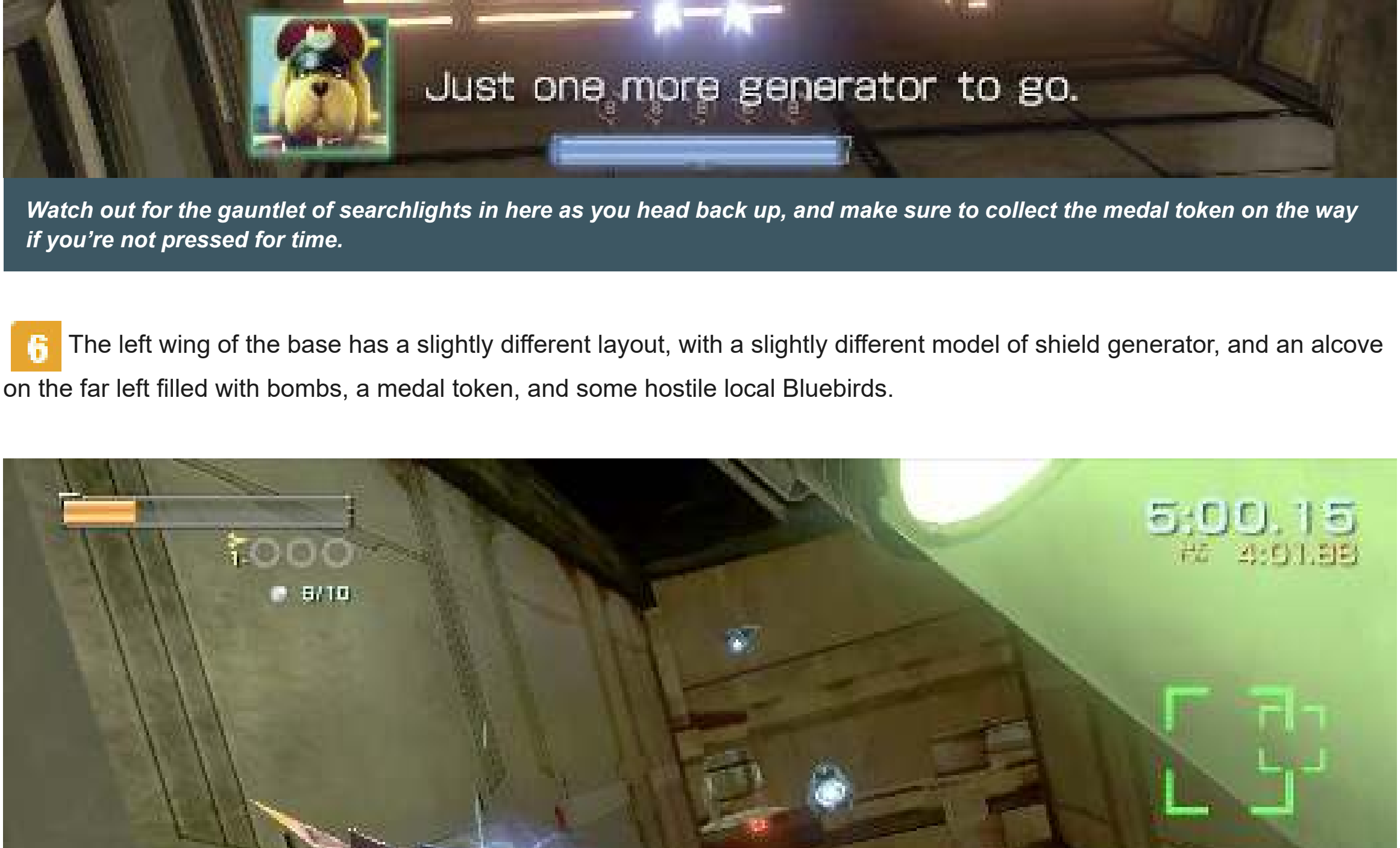


5 Once both shield terminals are accessed and the generator is offline, the emergency door to the central evacuation passageway opens. This allows you to return to the top of the base. If you accessed this mission normally, you'd just ascend in the Gyrowing back up the shield generator shafts, but the Arwing can't ascend straight vertically and the Walker cannot hover upward indefinitely, so this is how the Arwing-Walker combo must return topside.

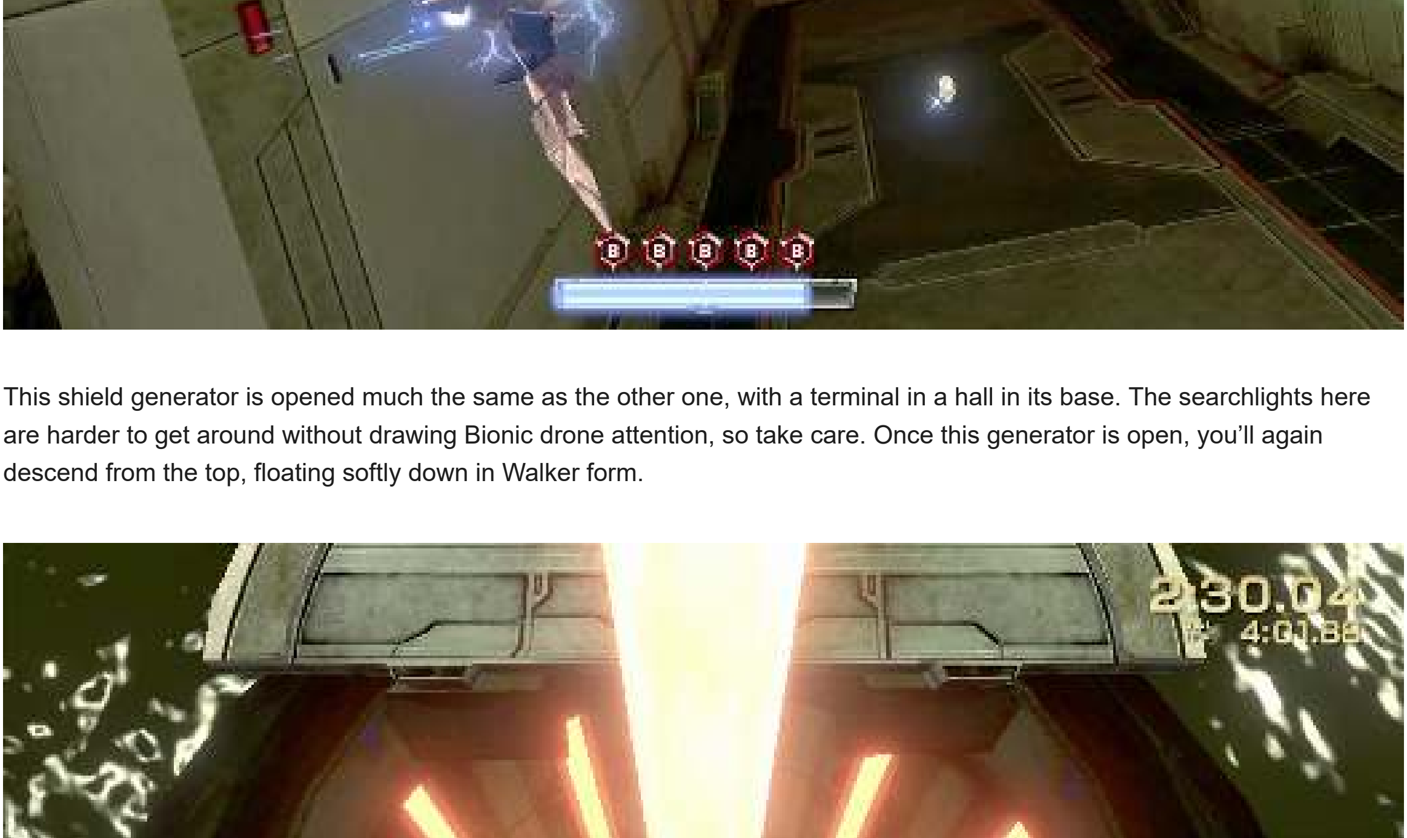


Watch out for the gauntlet of searchlights in here as you head back up, and make sure to collect the medal token on the way if you're not pressed for time.

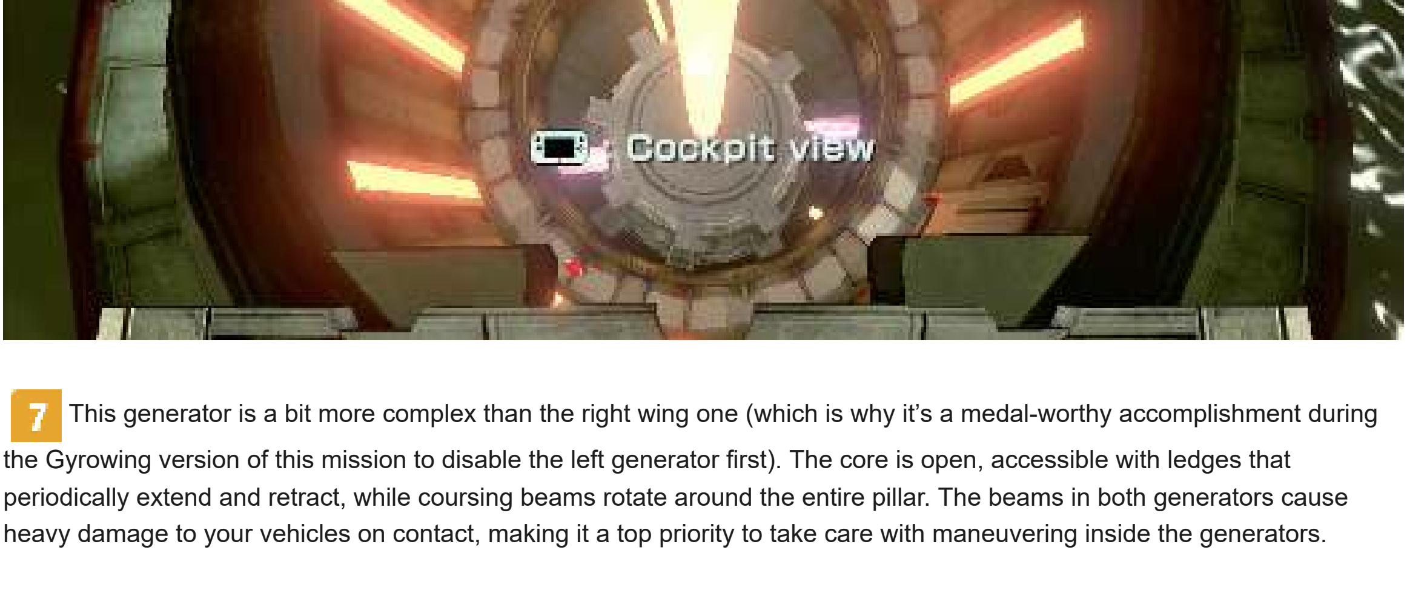
6 The left wing of the base has a slightly different layout, with a slightly different model of shield generator, and an alcove on the far left filled with bombs, a medal token, and some hostile local Bluebirds.



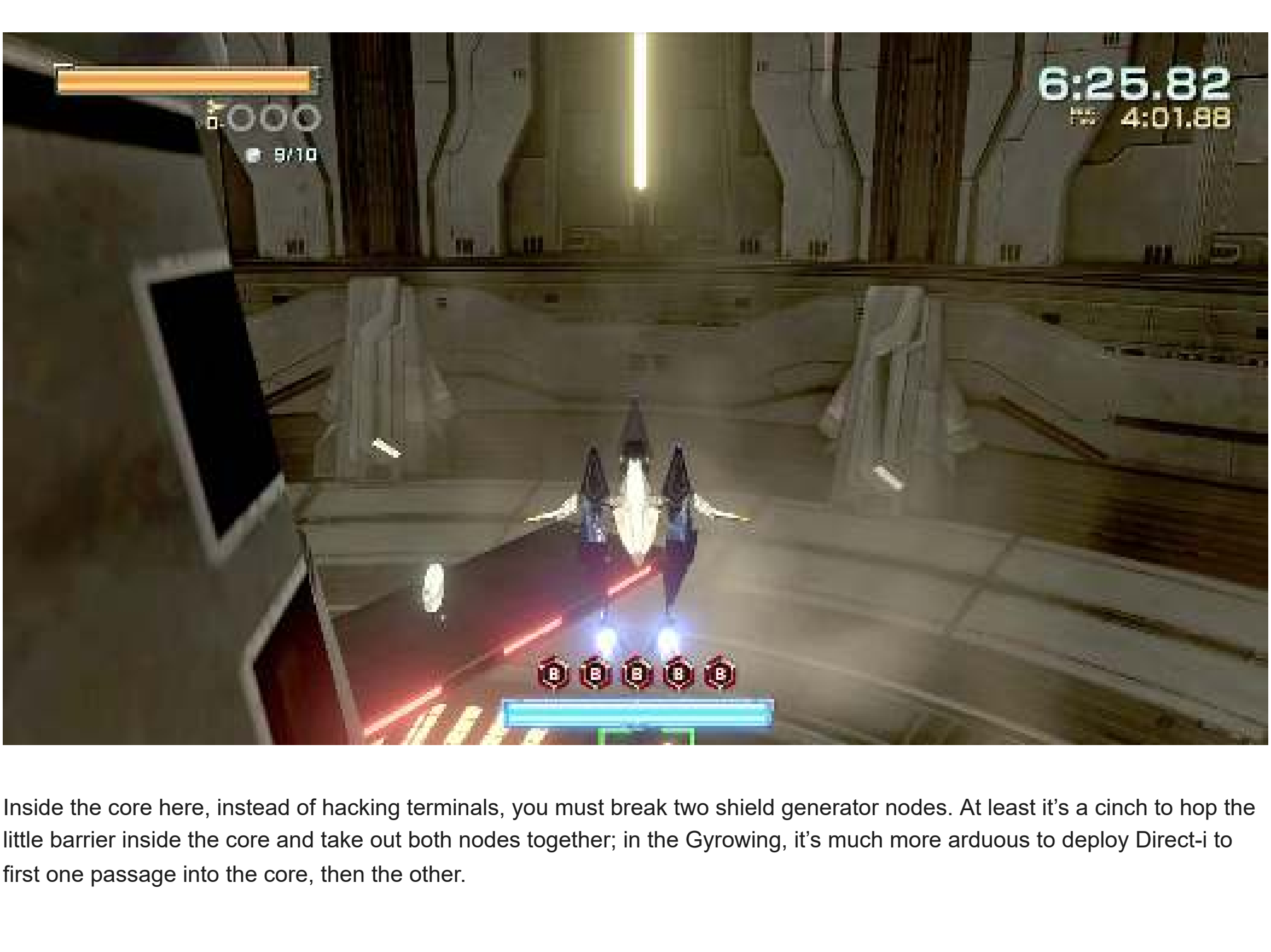
This shield generator is opened much the same as the other one, with a terminal in a hall in its base. The searchlights here are harder to get around without drawing Bionic drone attention, so take care. Once this generator is open, you'll again descend from the top, floating softly down in Walker form.

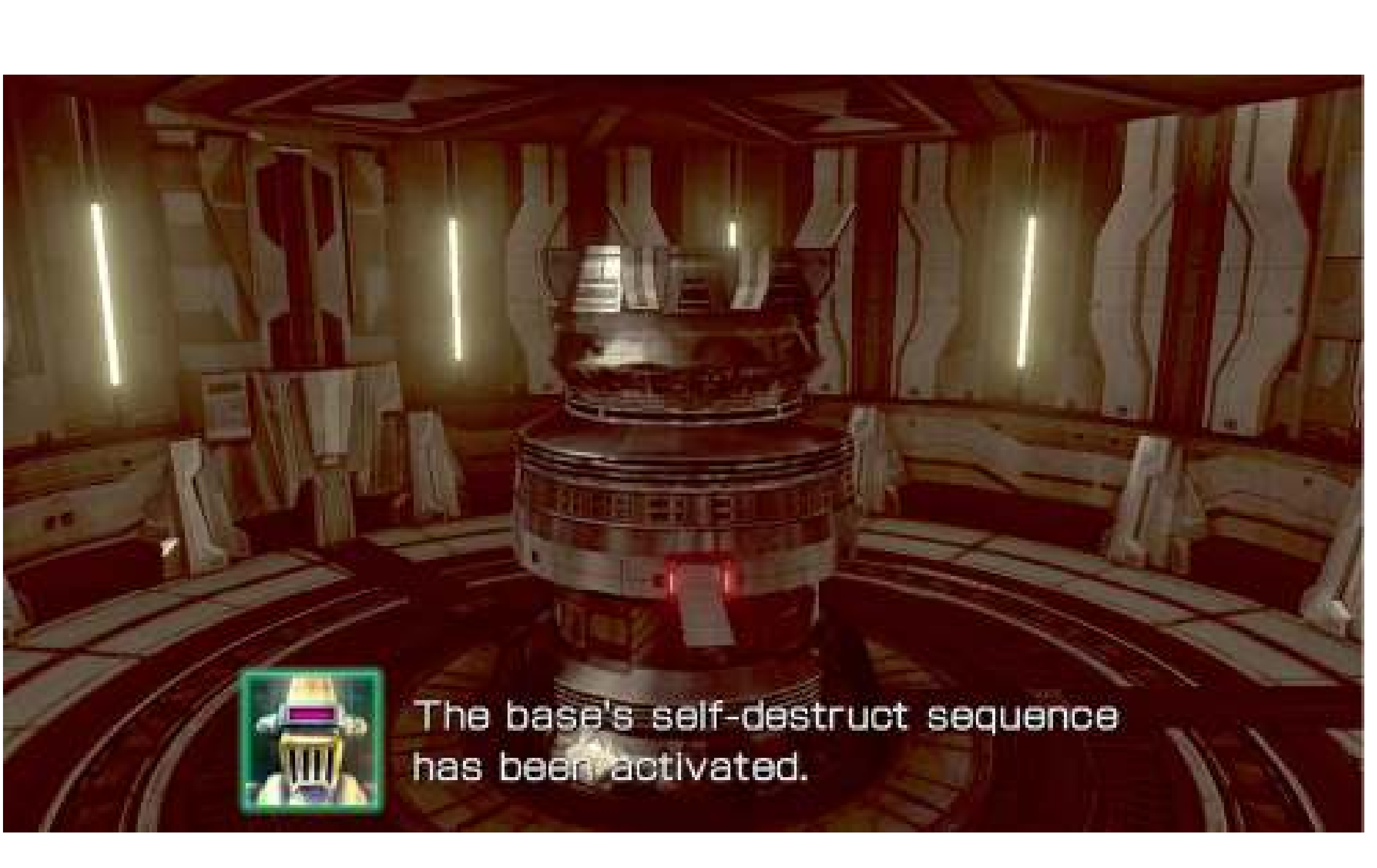


7 This generator is a bit more complex than the right wing one (which is why it's a medal-worthy accomplishment during the Gyrowing version of this mission to disable the left generator first). The core is open, accessible with ledges that periodically extend and retract, while coursing beams rotate around the entire pillar. The beams in both generators cause heavy damage to your vehicles on contact, making it a top priority to take care with maneuvering inside the generators.



Inside the core here, instead of hacking terminals, you must break two shield generator nodes. At least it's a cinch to hop the little barrier inside the core and take out both nodes together; in the Gyrowing, it's much more arduous to deploy Direct-i to first one passage into the core, then the other.





With both generators down, you can again take the central evacuation passage to reach the surface, where the mission ends in success!

SPEEDY DEMOLITION VS. METICULOUS COLLECTING

Aside from simply completing the mission, you have two secondary objectives that can lead to medals, which are mutually exclusive. One is to beat the mission in 3:20, and the other is to collect all 10 medal tokens. One is hidden in each of the shield generators, one is hidden in the evacuation passage in the center, and the other seven are located atop the base, on walkways among the Garudas and searchlights, with their locations marked on the map at the beginning of this section.

Setting the time record and snagging all the tokens aren't really compatible goals. For the time goal, you must boost furiously from place to place, basically only stopping for non-negotiable events (like opening the floodgate to get inside, or disabling the generators). For the tokens, you can take as long as you want (up until the seven-minute maximum for the mission), and you must land in the Walker several places you wouldn't otherwise ever visit in order to accumulate medal tokens.

2:12.78
4:01.88
1/10

Introduction

Assault Carrier
Great Fox
En-Route Anomaly

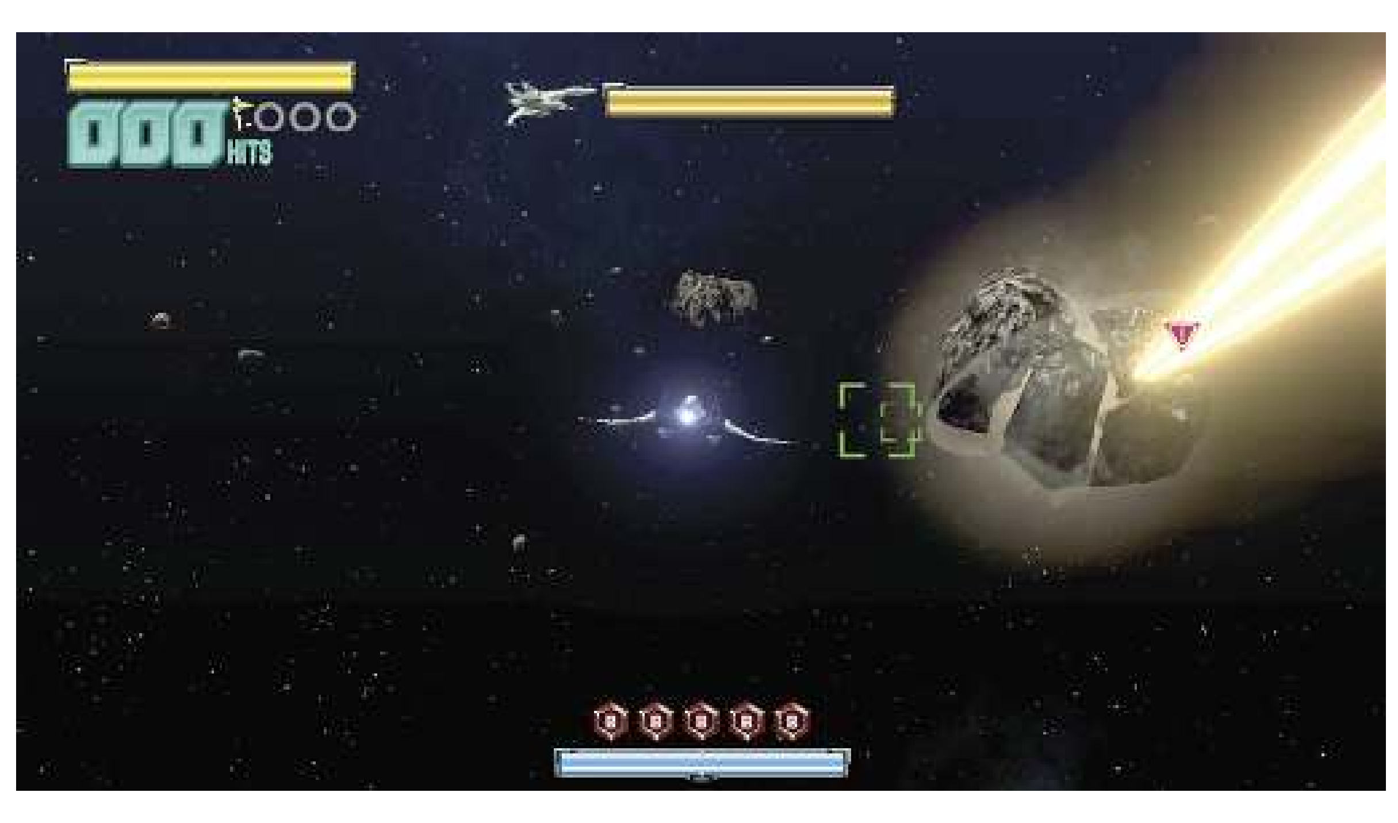
The route here begins with the duel against Pigma and Andrew during Meddlesome Mercs, a special mission branching off of Sector α once you've finished all of the main Story Mode missions. That duel is off the usual path of the Cornerian battle fleet,

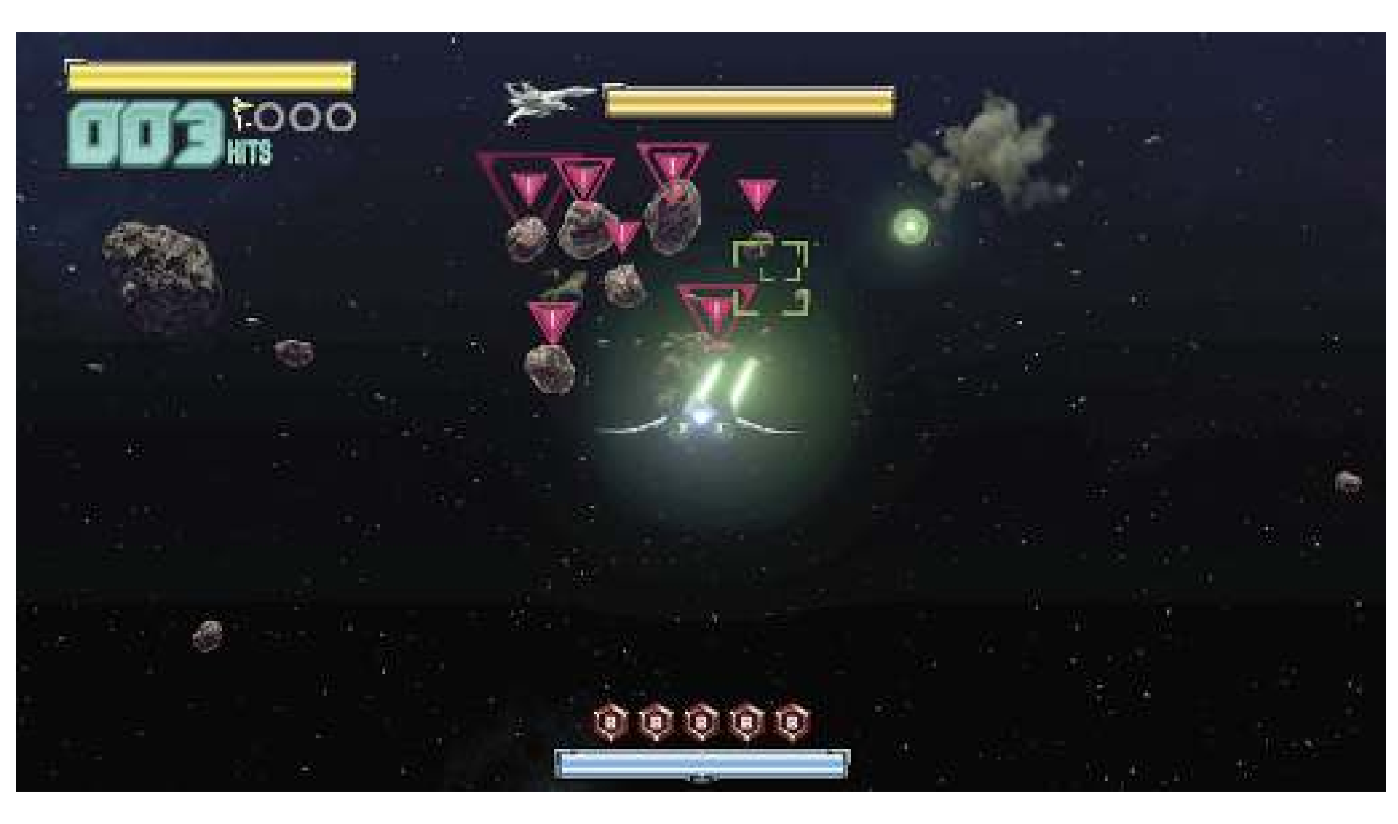
Great Fox - En-Route Anomaly

Phase 1: Never-Ending Journey

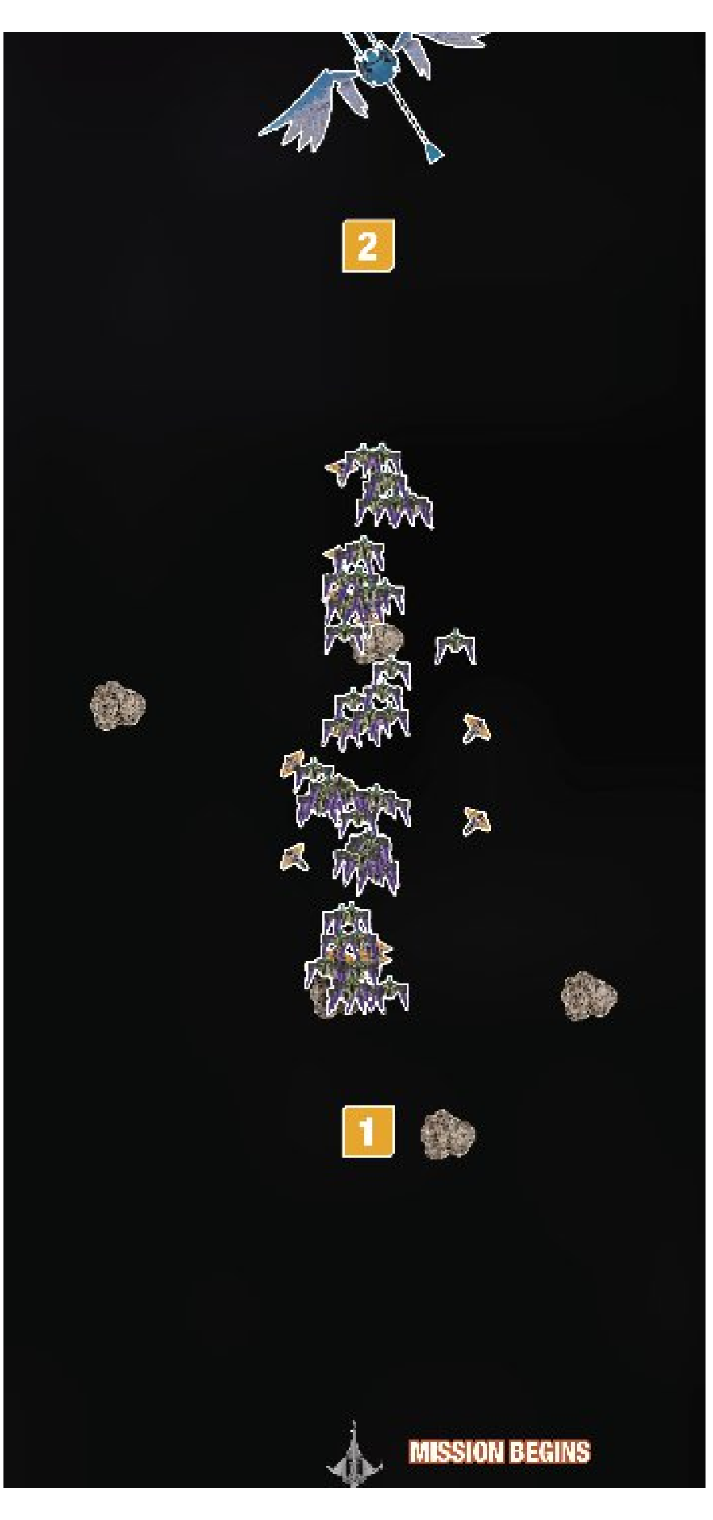
1 Like the other mission through the asteroid field, which follows Area 3's satellite mission, your main objective here is to keep the Great Fox intact. Lots of asteroids litter the path ahead, and the Great Fox will crack up the floating mountains, but it's up to you to decimate the remaining boulders. Otherwise, they smash into the hull of the Great Fox, and while she's quite well-armored, she won't survive the punishment forever.

But also like that mission, you start with extra munitions courtesy of the Great Fox itself. Four spare bombs are stored for you on the rear flight deck, and the front flight deck holds a laser upgrade.





After a few seconds of travel through the asteroid field, you encounter a dense Venom scouting force. The space between asteroids is thick with Bionics I and Venom Fighter I craft, turrets affixed to asteroids, and Chiritori missiles. Enemies here are very aggressive, both against you and the Great Fox. This mission's medal is acquired with over 100 hits, but this is really not a problem if you're quick on the draw against this buffet of targets.



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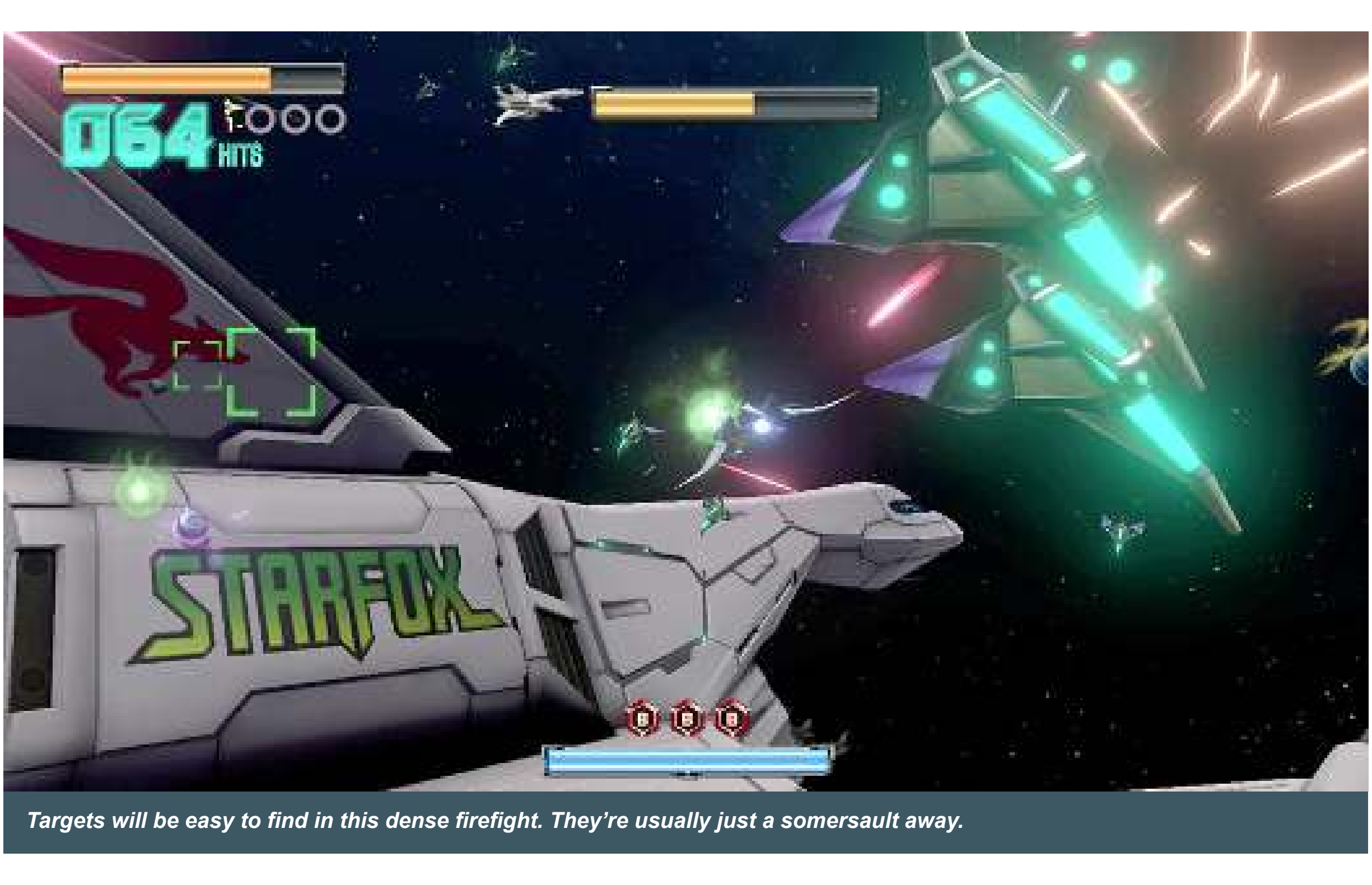

Targets will be easy to find in this dense firefight. They're usually just a somersault away.

It also means you must be careful though. Remember that the Great Fox's shields are the primary concern, and rock-busting is still the Arwing's purpose here. Try to take passes at fighters and drones over the body of the mothership in such a way that you also sweep across the path in front of it, scanning for obstacles.

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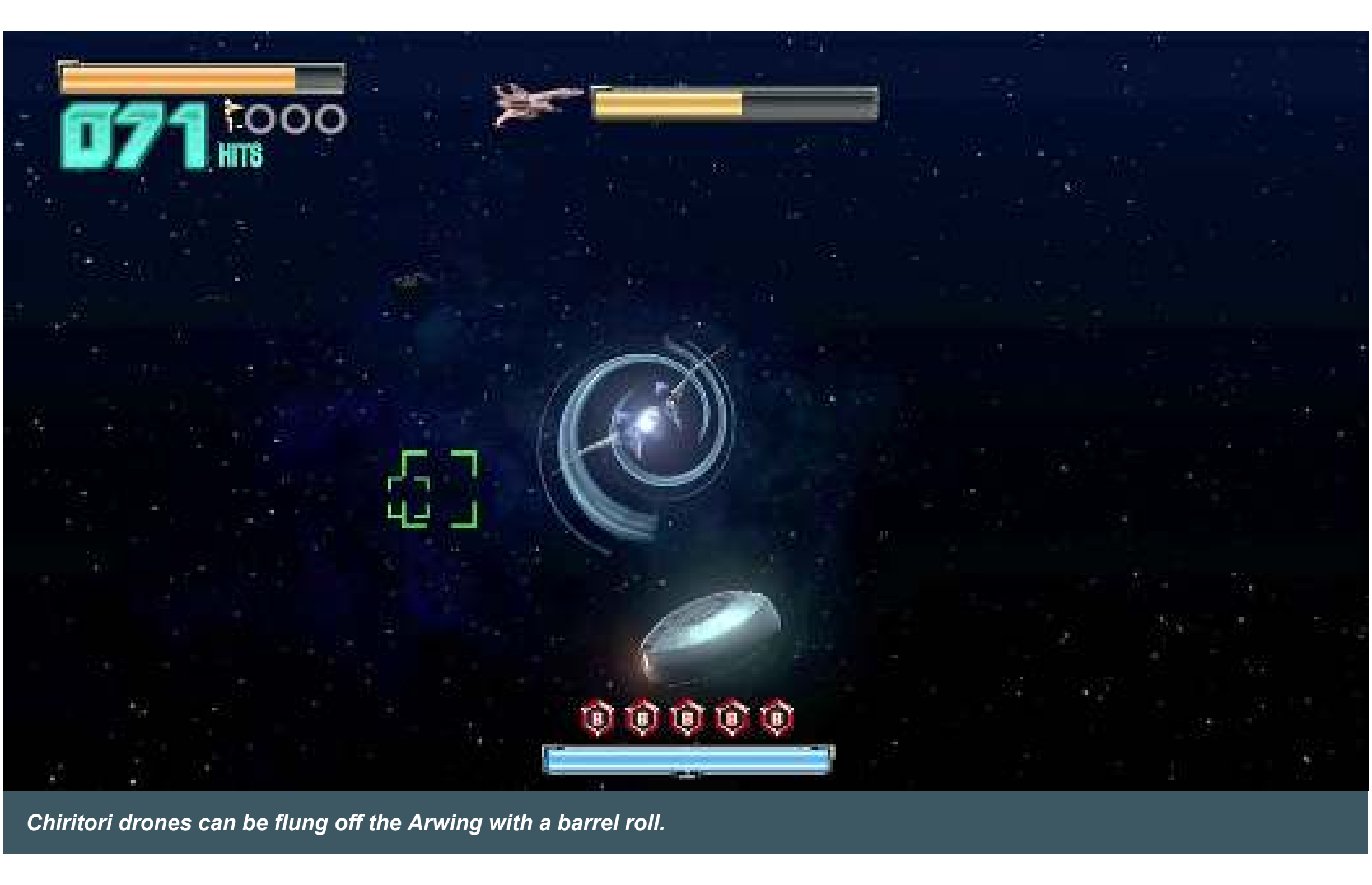


Chiritori drones can be flung off the Arwing with a barrel roll.

Like elsewhere, the Chiritori missile packs pop apart near their target, attaching to the Great Fox and even to Arwings to deal damage over time. ROB will sometimes give you a little warning about the arrival of Chiritori Missiles, but it's usually only a few seconds before they'll be upon the Great Fox. If you want to minimize your Chiritori drone clean-up responsibilities on the Great Fox, keep an eagle eye on the space above the Great Fox, always scanning for incoming packs.

082
1.000
HITS
ZL

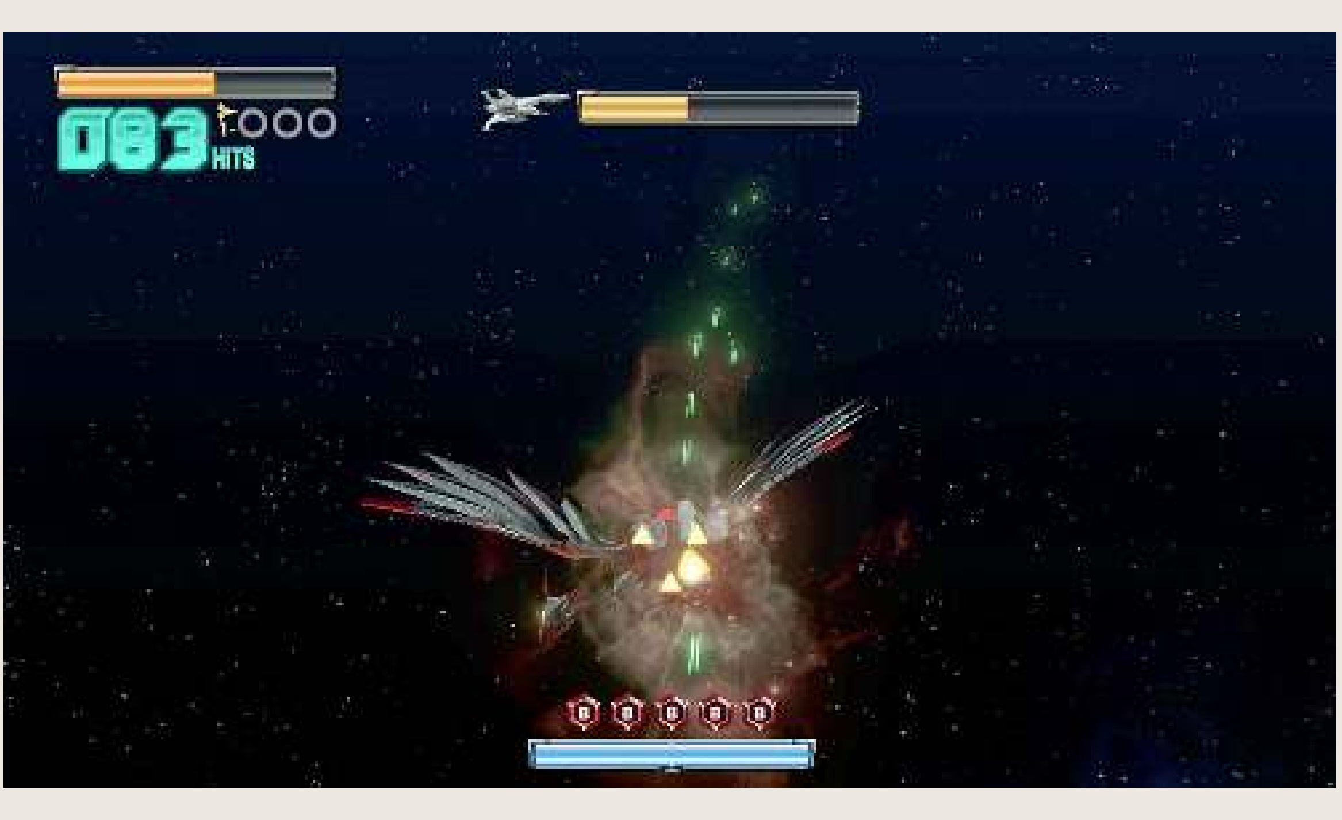
After a few turbulent minutes withstanding the space avalanche and the constant harassment of fighters and Chiritori missiles, you'll be clear of Andross's heavy scouting force. You won't, however, be clear of danger.

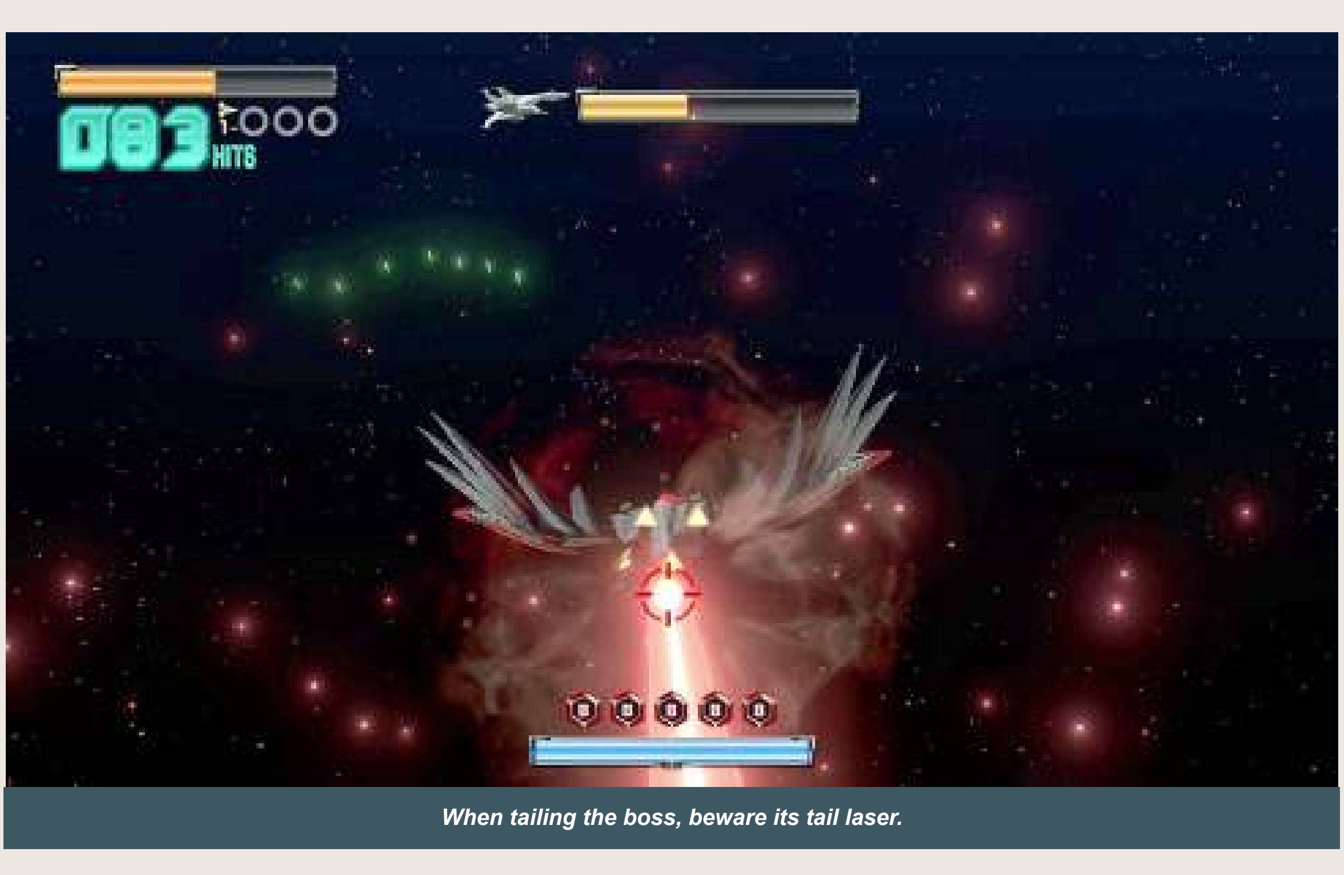
COSMIC DODORA

2 After braving the usual threats in an asteroid-laden sector for a while, an entirely new one will emerge.

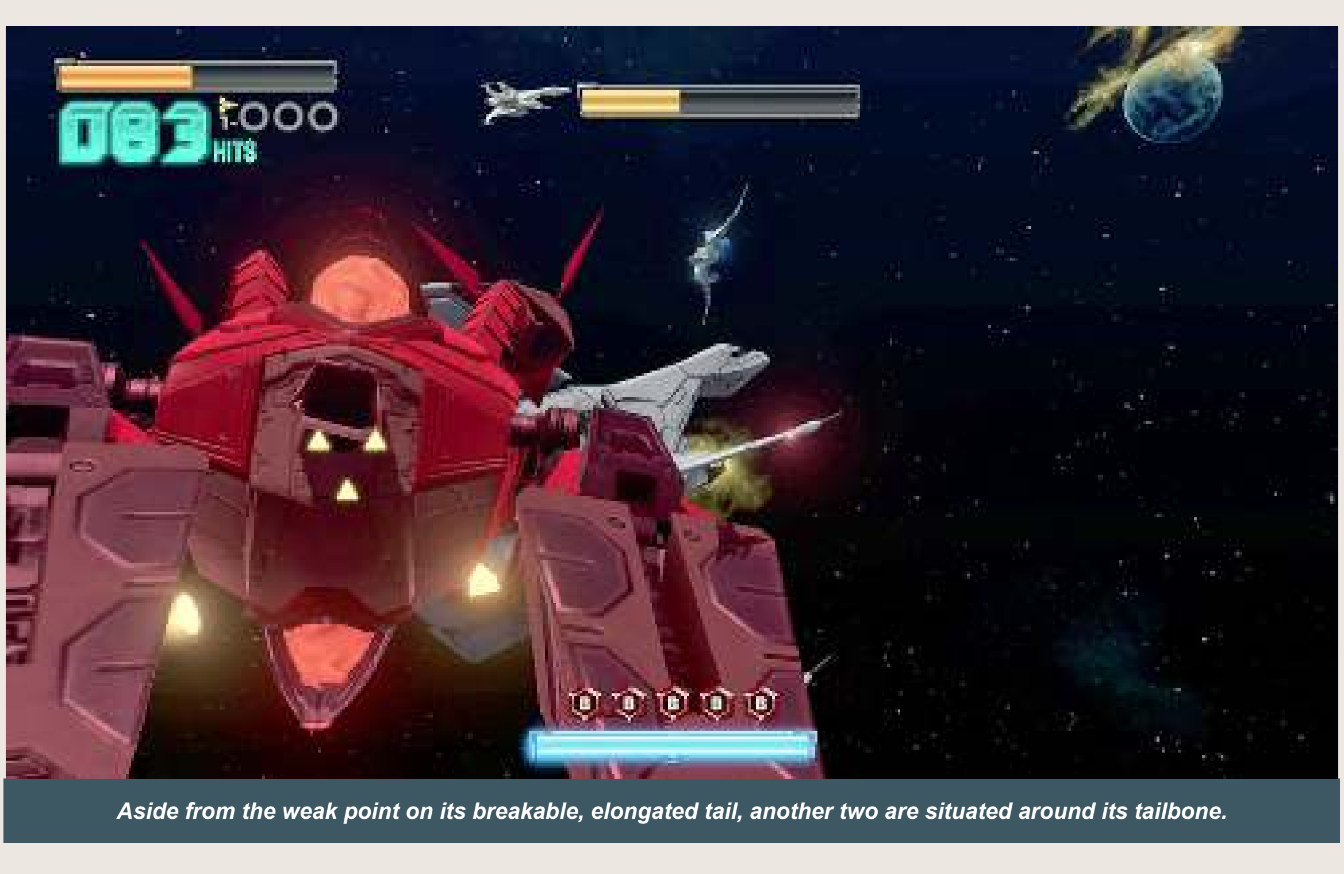
Interstellar Mechanical Raptor
Cosmic Dodora

This gigantic, two-headed avian flaps big circles around the Great Fox, exhaling fireballs at the mothership from both beaks. With its enormous size, the main purpose of focus view becomes orienting yourself relative the boss. Flying in front of it is a bad idea, since it'll just smash into the Arwing, so bank in behind the Cosmic Dodora and boost in to get in firing position.





When tailing the boss, beware its tail laser.

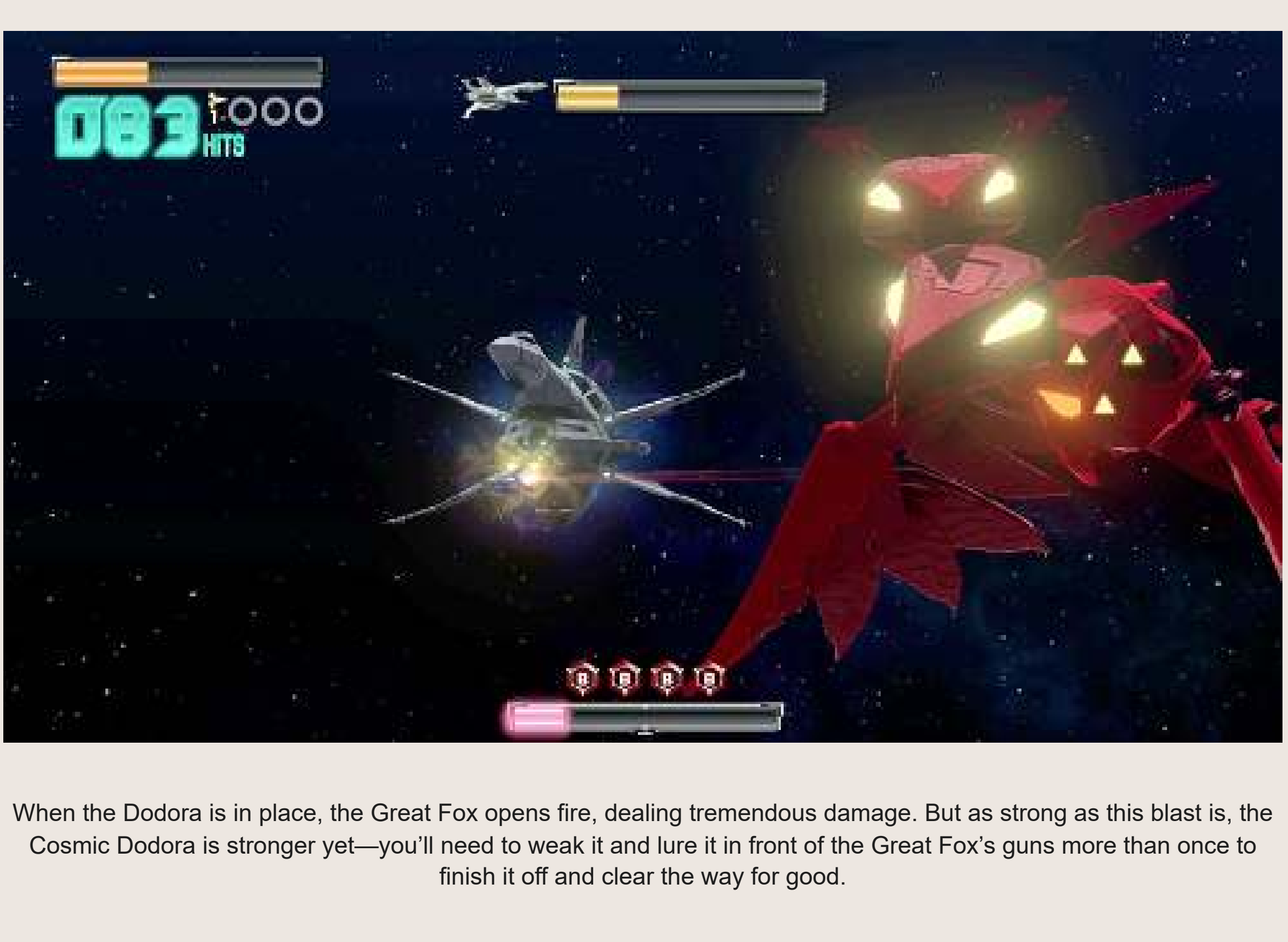


Aside from the weak point on its breakable, elongated tail, another two are situated around its tailbone.

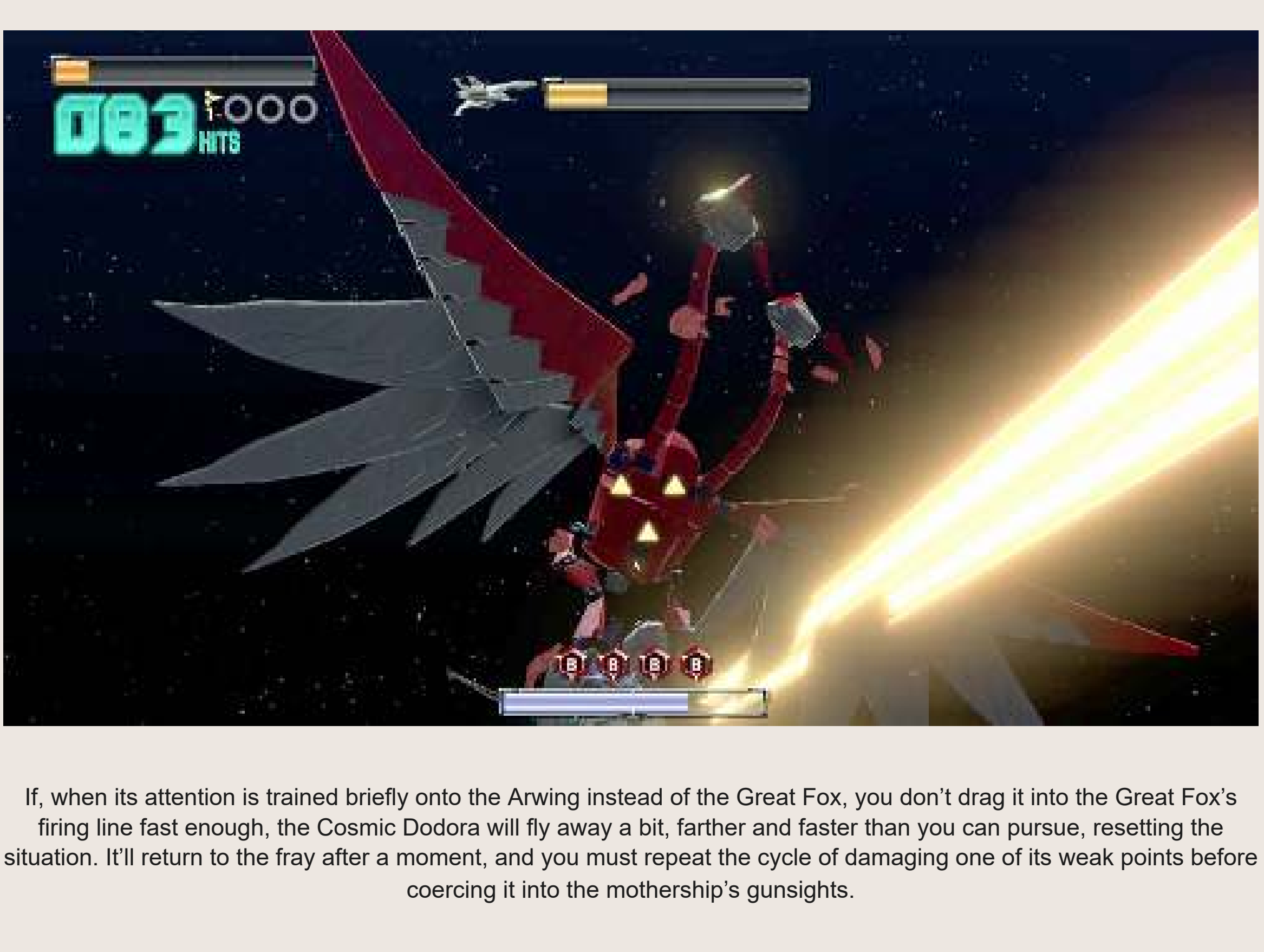
In order to dissuade this huge red creature from pegging your home base with fire-causing projectiles from its maws and an intense laser from its tail, follow after it and attack the glowing vulnerable portions of its body. These can be found on the tip of its tail, at the base of its tail (both top and bottom), and on its chest.

Focusing on the tip of the tail allows you to break it off eventually, weakening the Cosmic Dodora's offense. But going after the tail of course also puts you right in the tail's line of laser fire, so watch out. Breaking the tail (or one of the other vulnerable points) with enough focused fire also helps keep up shield gauge, since a gold ring is left behind.

Wounding a Dodora weak point also finally gets it to pay full attention to you instead of the Great Fox. Instead of circling the big ship, the Cosmic Dodora will come for your Arwing. As luck would have it, the Great Fox has charged up a shot from its main cannon—you know, the one you've watched slice apart city-sized rocks. Once the Dodora is locked onto you with all its attention and both its heads, pilot your Arwing well in front of the Great Fox, luring the boss right into the trap.



When the Dodora is in place, the Great Fox opens fire, dealing tremendous damage. But as strong as this blast is, the Cosmic Dodora is stronger yet—you'll need to weak it and lure it in front of the Great Fox's guns more than once to finish it off and clear the way for good.



If, when its attention is trained briefly onto the Arwing instead of the Great Fox, you don't drag it into the Great Fox's firing line fast enough, the Cosmic Dodora will fly away a bit, farther and faster than you can pursue, resetting the situation. It'll return to the fray after a moment, and you must repeat the cycle of damaging one of its weak points before coercing it into the mothership's gunsights.

083
1.000
HITS

Area 3 - Chaos at the Colony

Introduction

After sinking Aquarosa and cutting the first mission short, Fox will be able to enter the teleporter and see where exactly Andross was coming from. Aquarosa's teleporter leads to (depending on where you choose) either Area 3 or Zoness. These areas are visited over the course of a normal playthrough, but not quite like this. Since Fox is arriving earlier than usual, events transpire a little bit differently. Here in Area 3, Andross's forces are ransacking the place, looking for something. Meanwhile, without the usual General Pepper briefing accompanying the standard opening to Area 3's The Key to Victory mission, Fox doesn't even know where he is! Your only objective here is to blast your way out alive.

Area 3

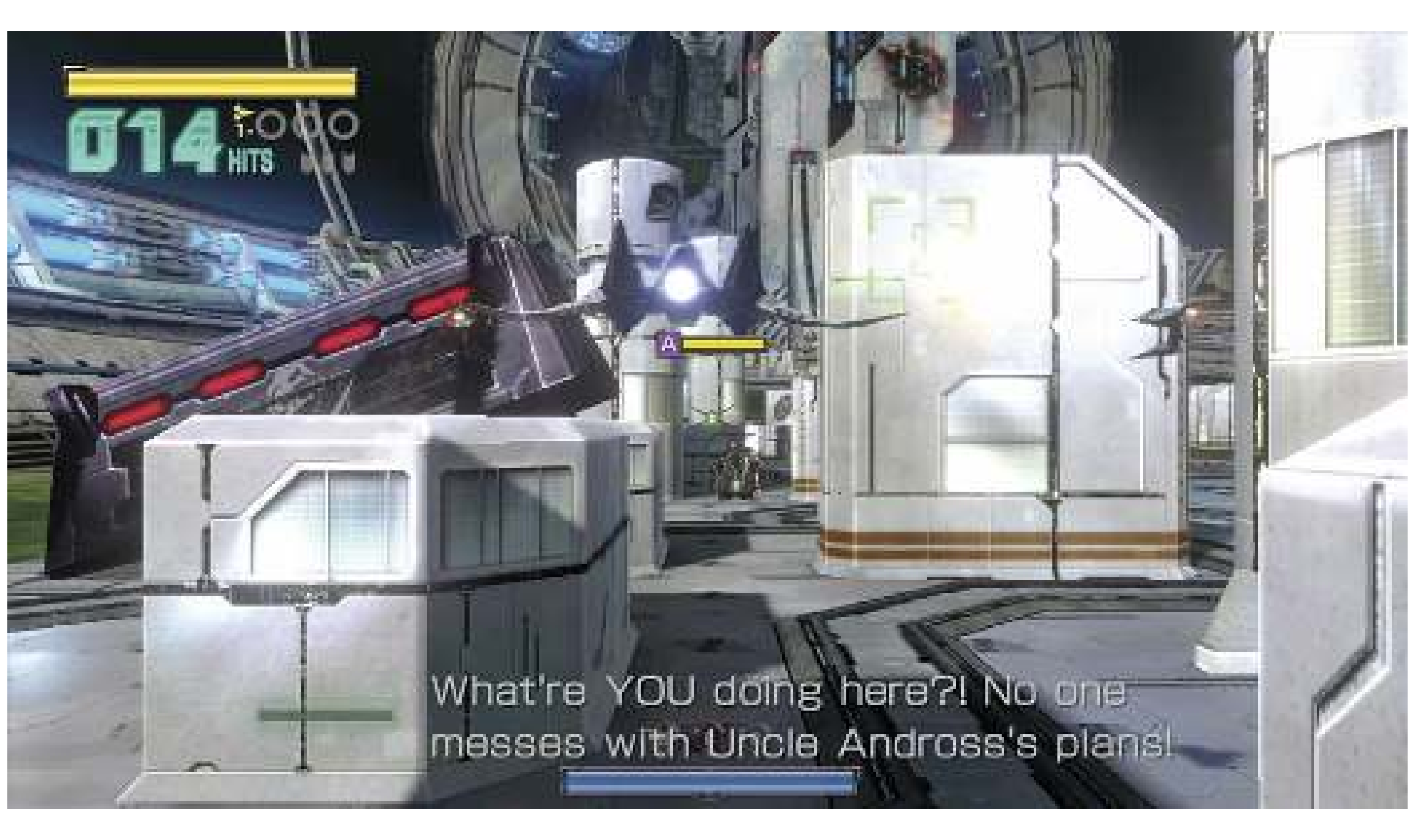
Satellite Mission 1

Chaos at the Colony

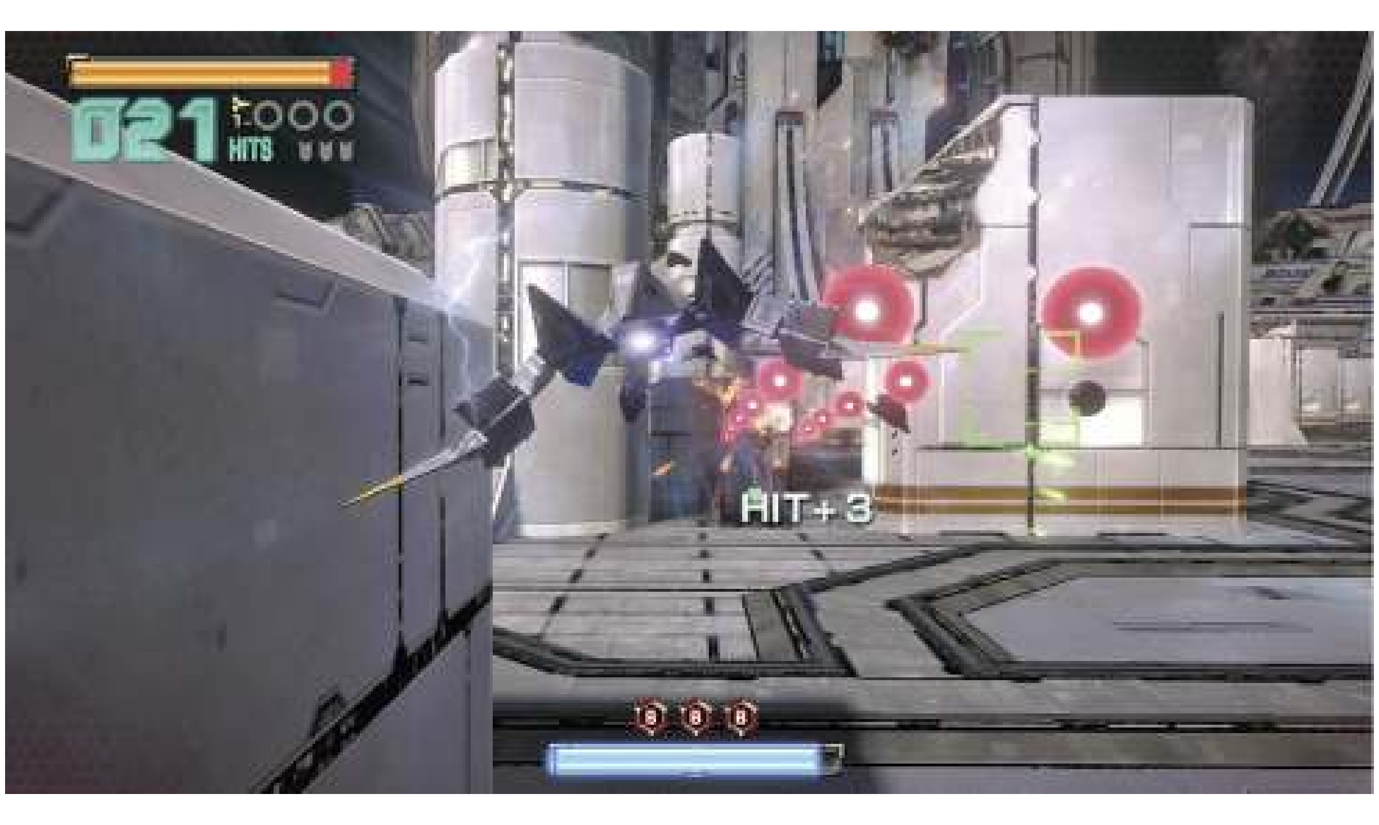
Area 3 - Chaos at the Colony

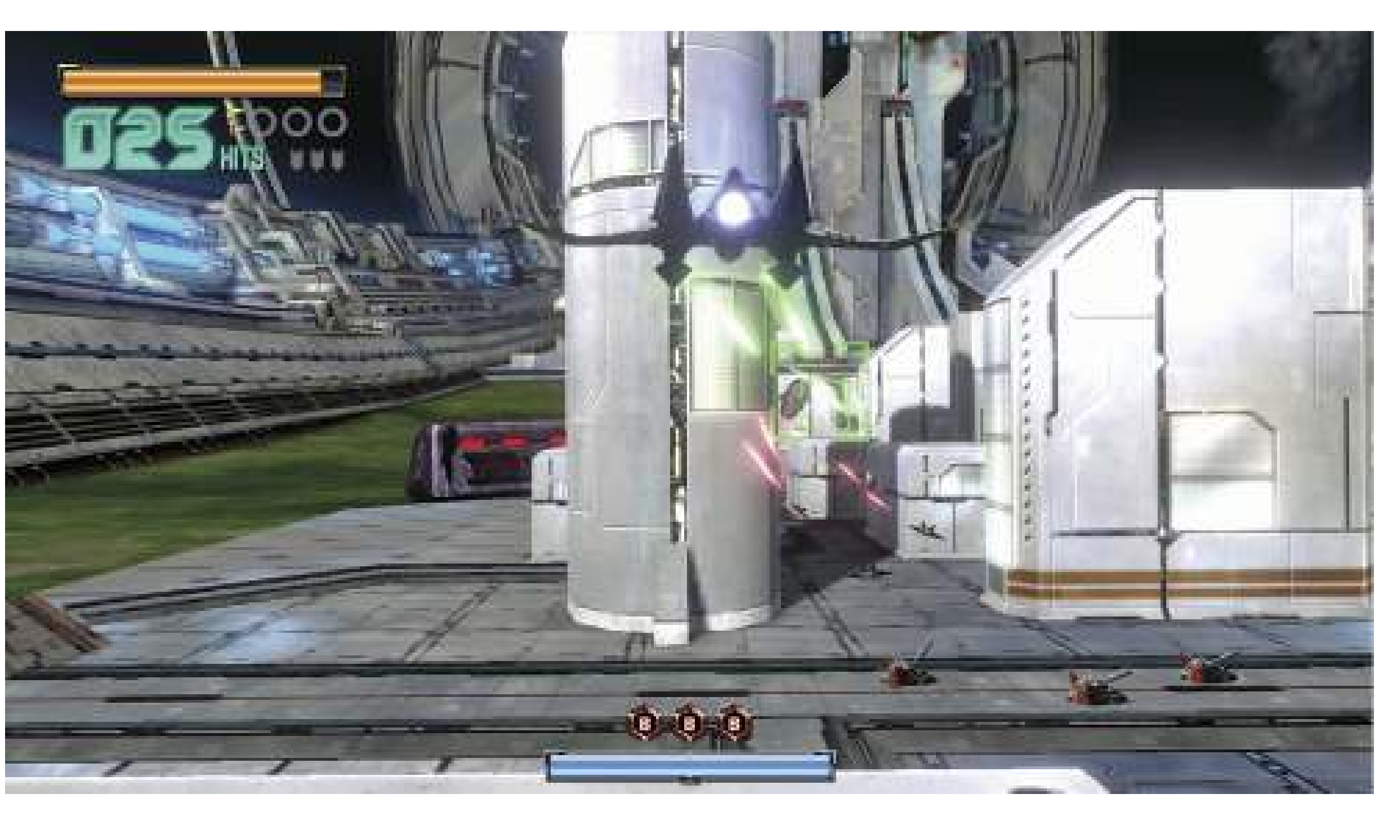
Phase 1: Escape the Colony

1 Fox and his Arwing are spat out going south at full speed from the northeast side of Area 3's ring world interior. This is opposite the usual entrance, so it's a new perspective on the colony. Below, Mono-Roaders wheel around in groups. Overhead, Dragon I fighters swarm.

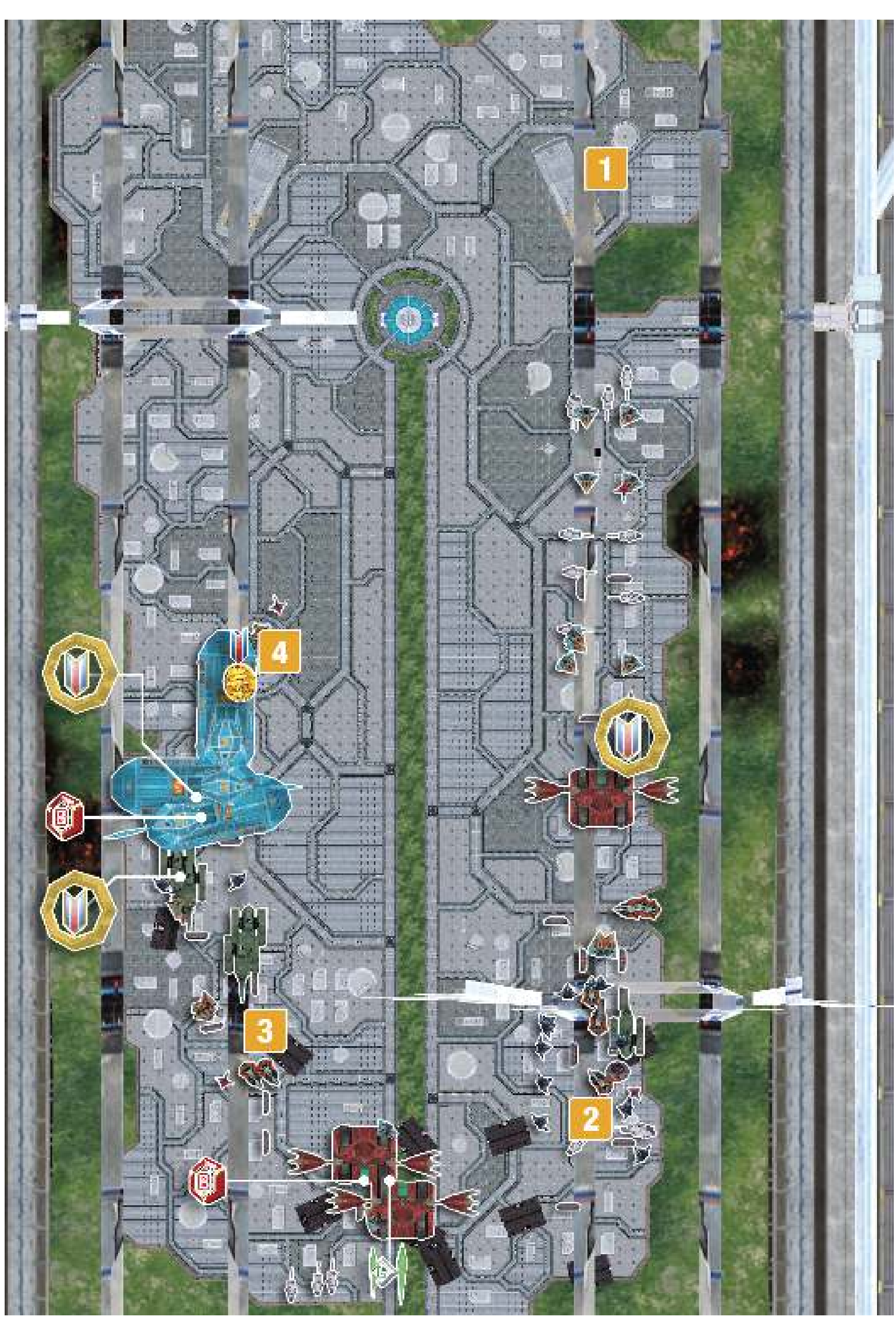

What're YOU doing here?! No one messes with Uncle Andross's plans!

After just a bit of flying and gunning down minor drones, Star Wolf member Andrew will reveal himself, livid that Fox is somehow here to disrupt things. Unlike encounters with Pigma in Sector α or Wolf in Fortuna though, Andrew can't be drawn out to a separate duel. He's merely here to do some fist-waving at Fox and to give you a path to follow.





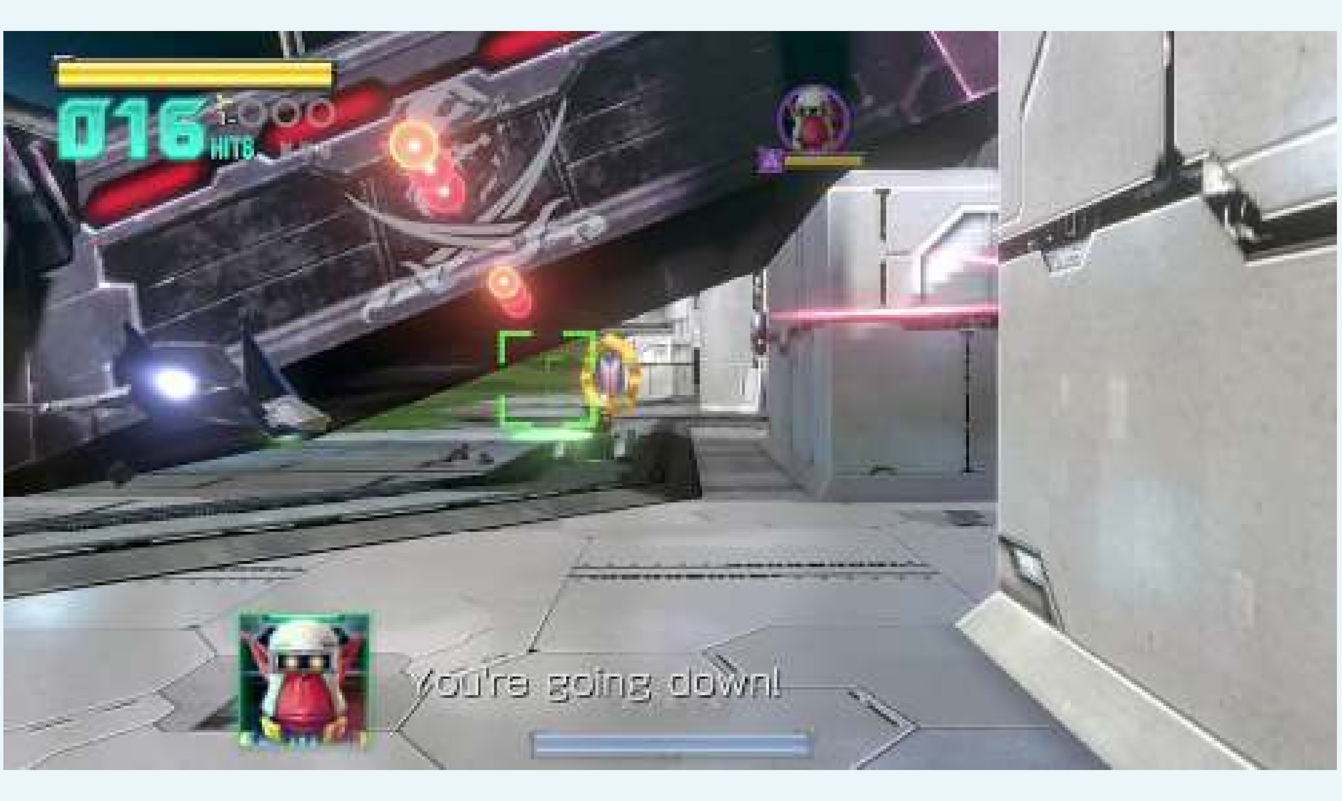
Andrew zips away as you encounter the first Garuda mech, unloading bullets in your direction while Chiritori drones slide over Area 3's buildings.



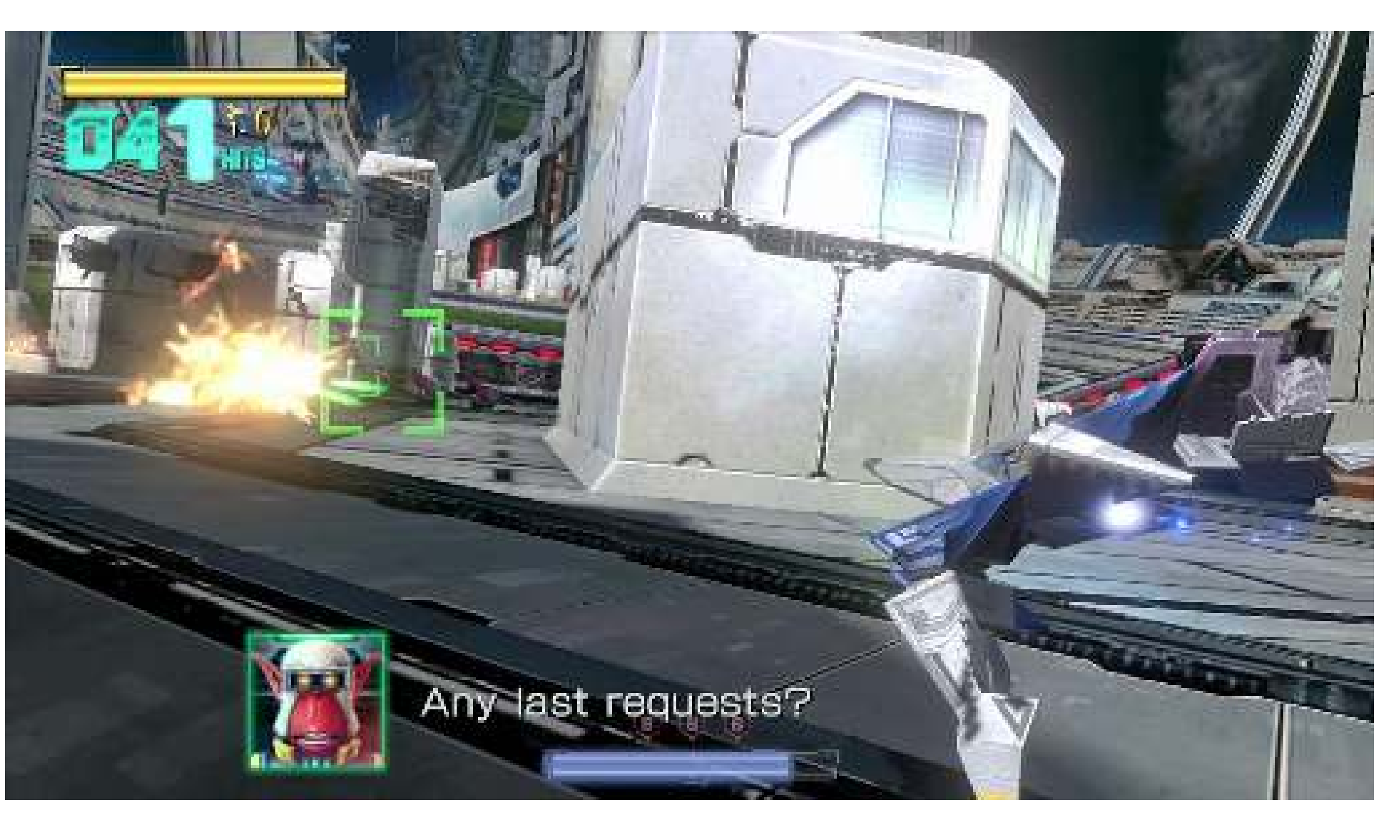
The first Garuda is crucial, because it drops a laser upgrade. This is just in time to help zap a convoy of Venom Tanks below and Dragon II fighters coming from straight ahead, lasers scorching the air around Fox's Arwing. Like during other intense and constant firefight missions, including Hidden Plans in Corneria, barrel rolling is vital to keeping the Arwing airborne.

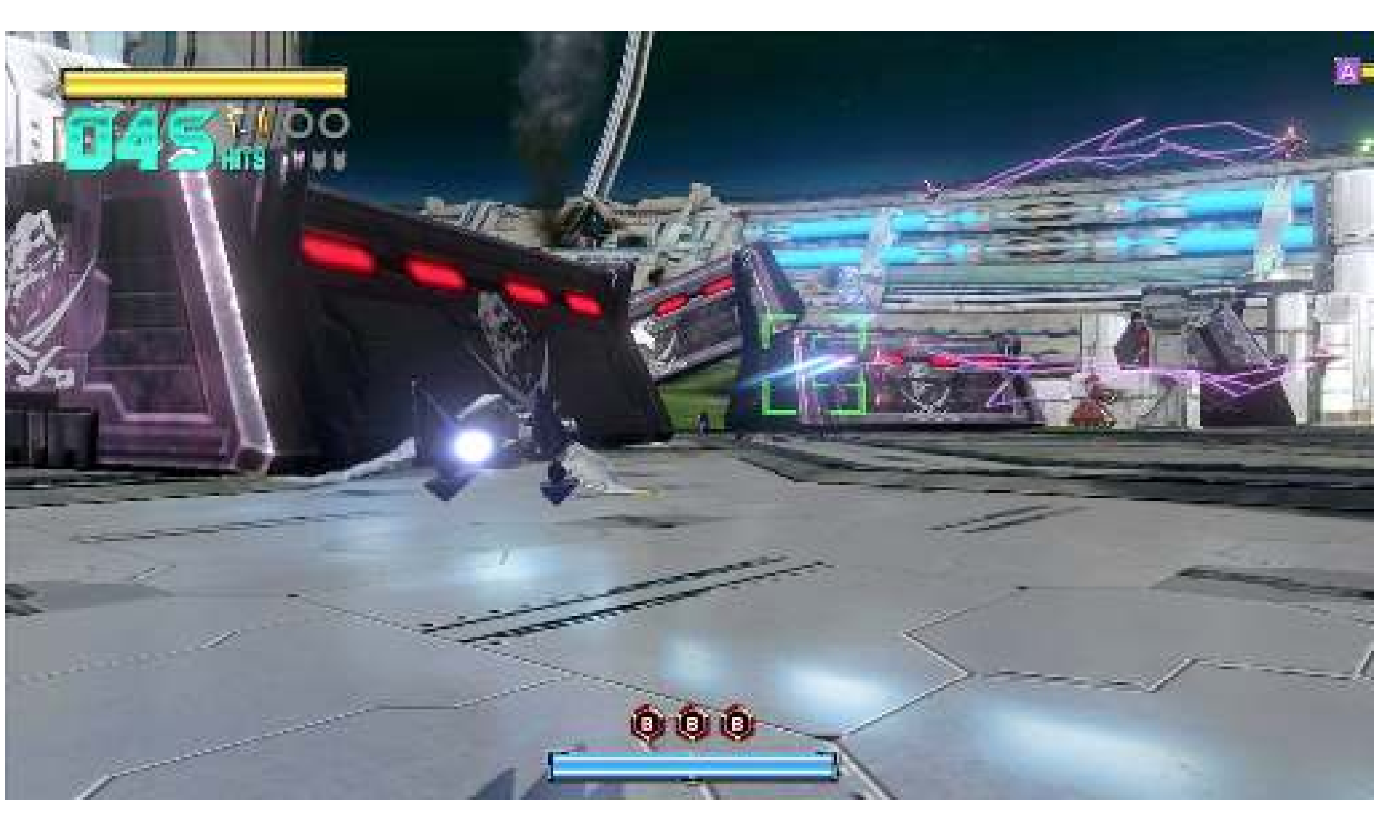
RINGS IN THE RING WORLD

Where you first see Andrew and the first Garuda, you may notice an Androssian container (one of the black ones, like the ones that transport Striders) propped up against a building to the left. If you pitch over the buildings in front of it to see what's there in the gap under where it's propped up, you'll discover the mission's first super gold ring (along with a tank, so watch out). It's totally possible to veer left, snag the first super gold ring, then tack back to the right to take out the first Garuda and still come away with the laser upgrade.

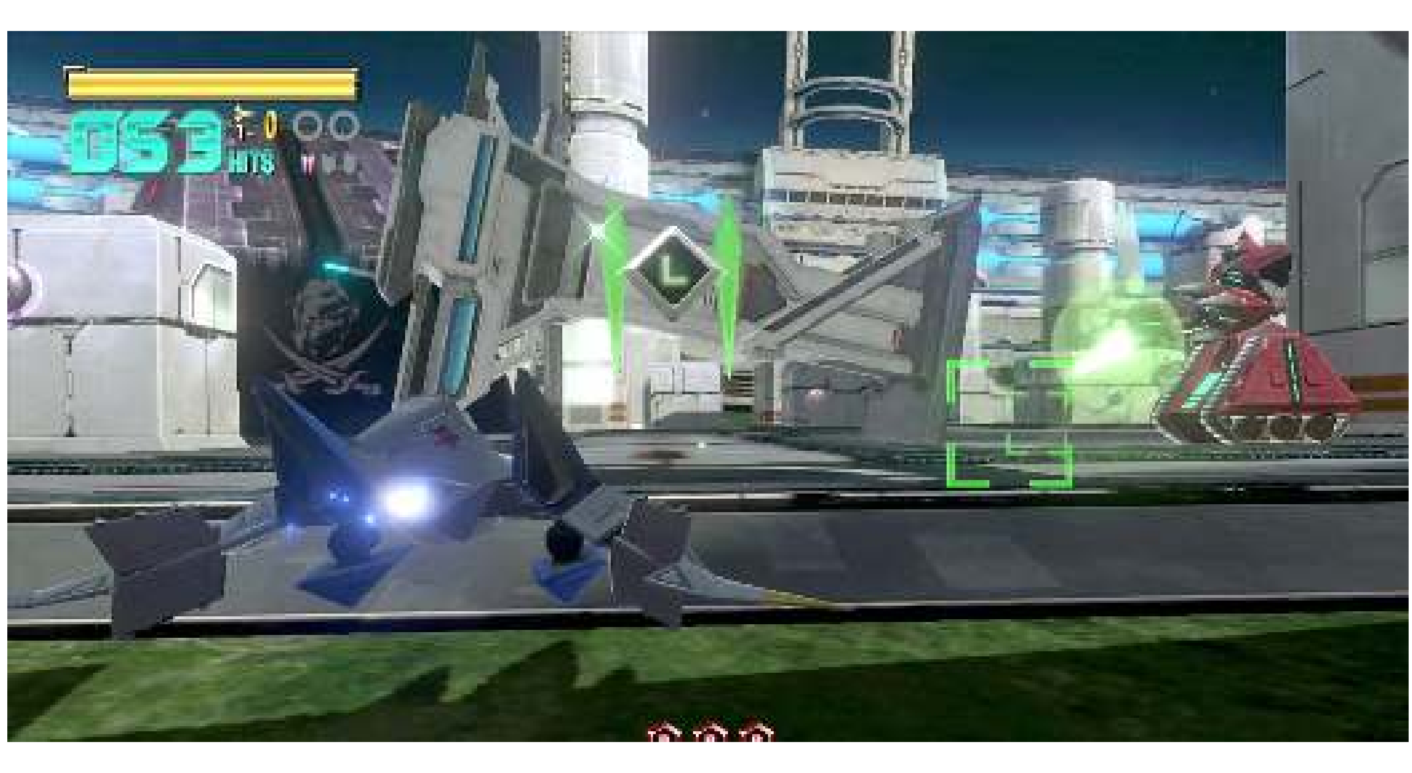


2 At the end of the course south, Andrew swoops in again, heading west and asking if you have any last requests. While he taunts you, a pair of Mono-Roaders on the ground to the left are passing by; they drop a laser upgrade if destroyed.



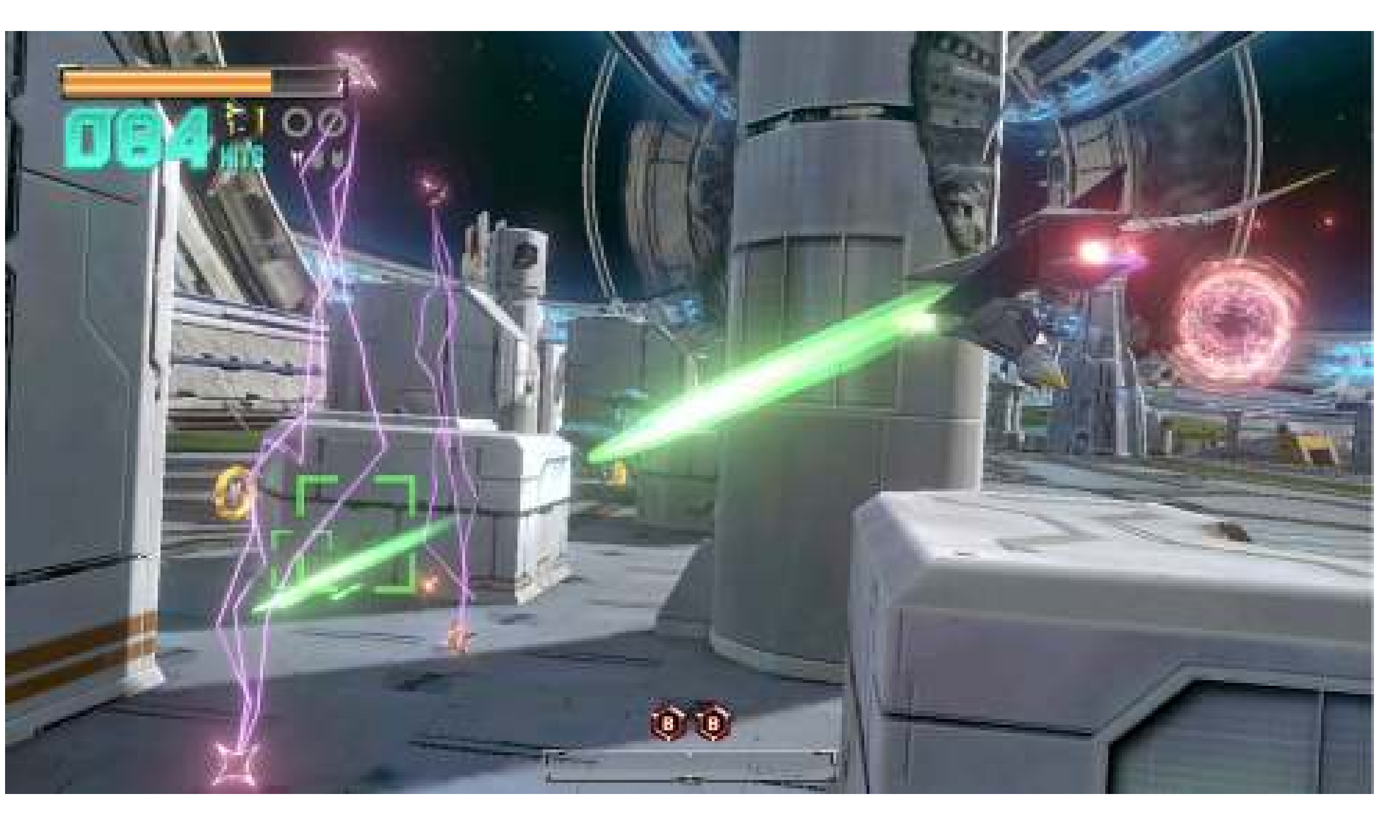


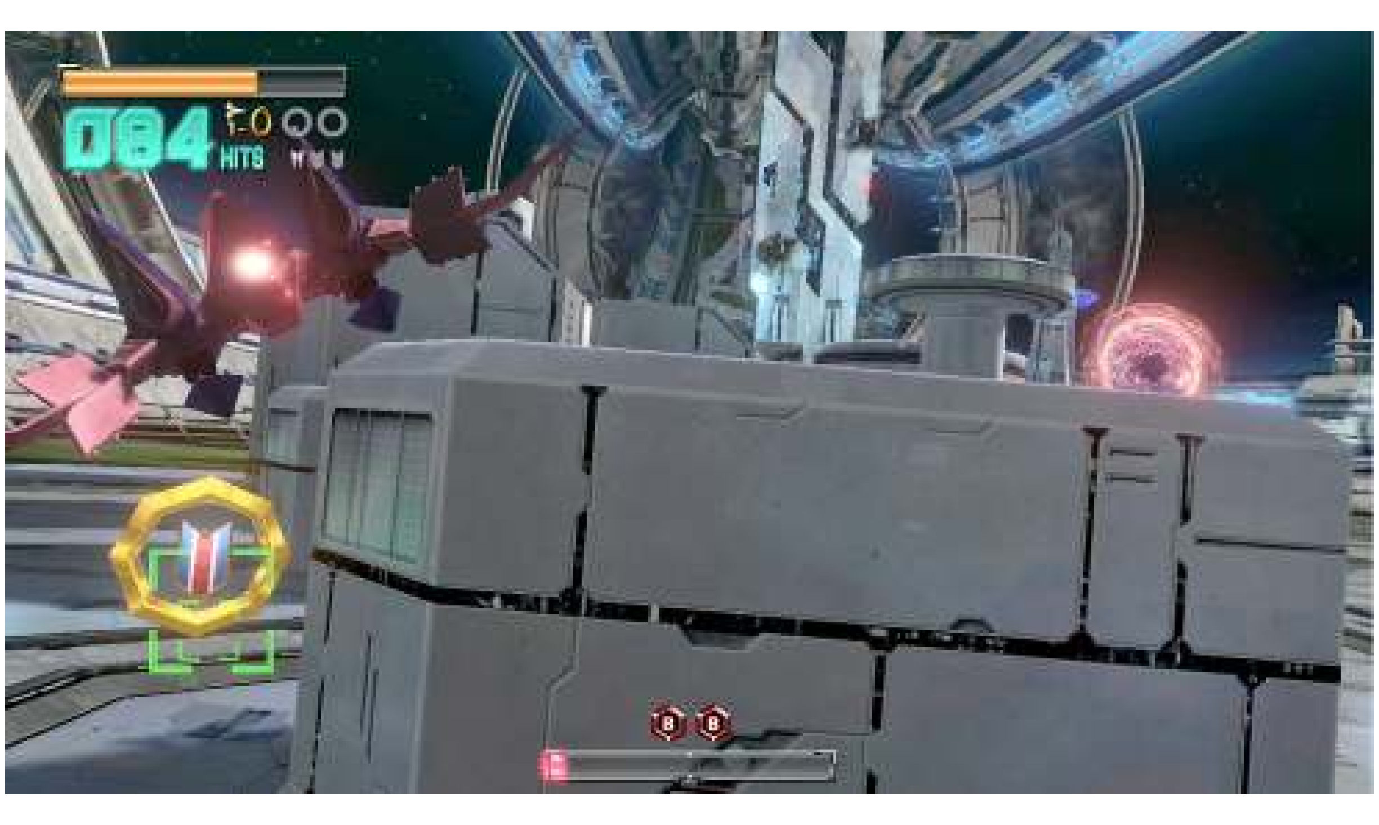
Eventually, you're forced to turn right and follow Andrew. He drops two Plasma Shield pairs up ahead, so be ready to open fire. Taking out one of the two drones involved in a Plasma Shield disables the effect, so lock-on to one drone in each pair to move on unscathed.



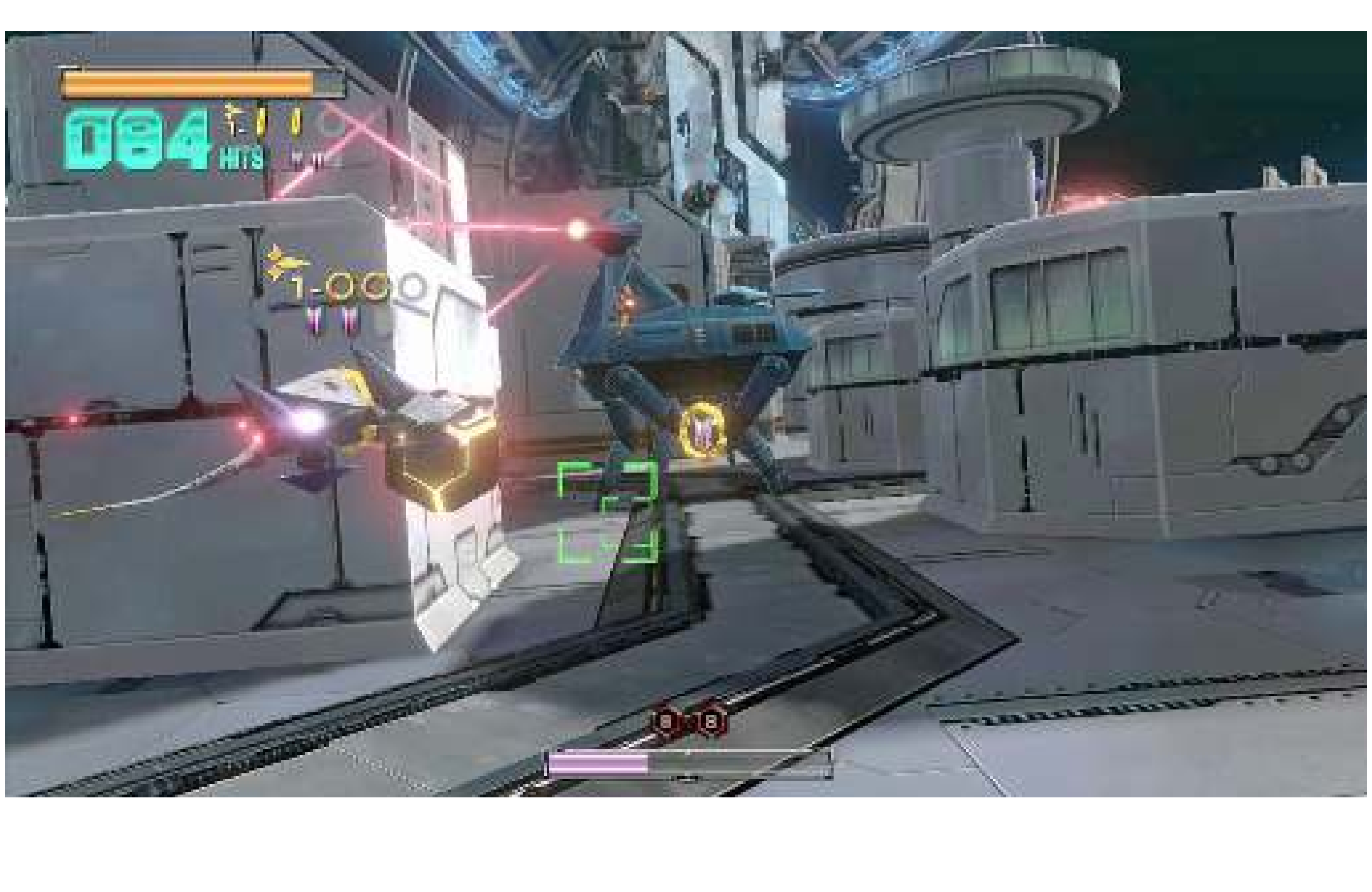
Ahead, two Garuda mechs knock over structures before you. Flying under the first one of these reveals yet another laser upgrade, if you don't yet have hyper lasers (or if you had them, then lost them). Just afterward, you'll veer right to follow Andrew toward a silo leading farther down into the colony.

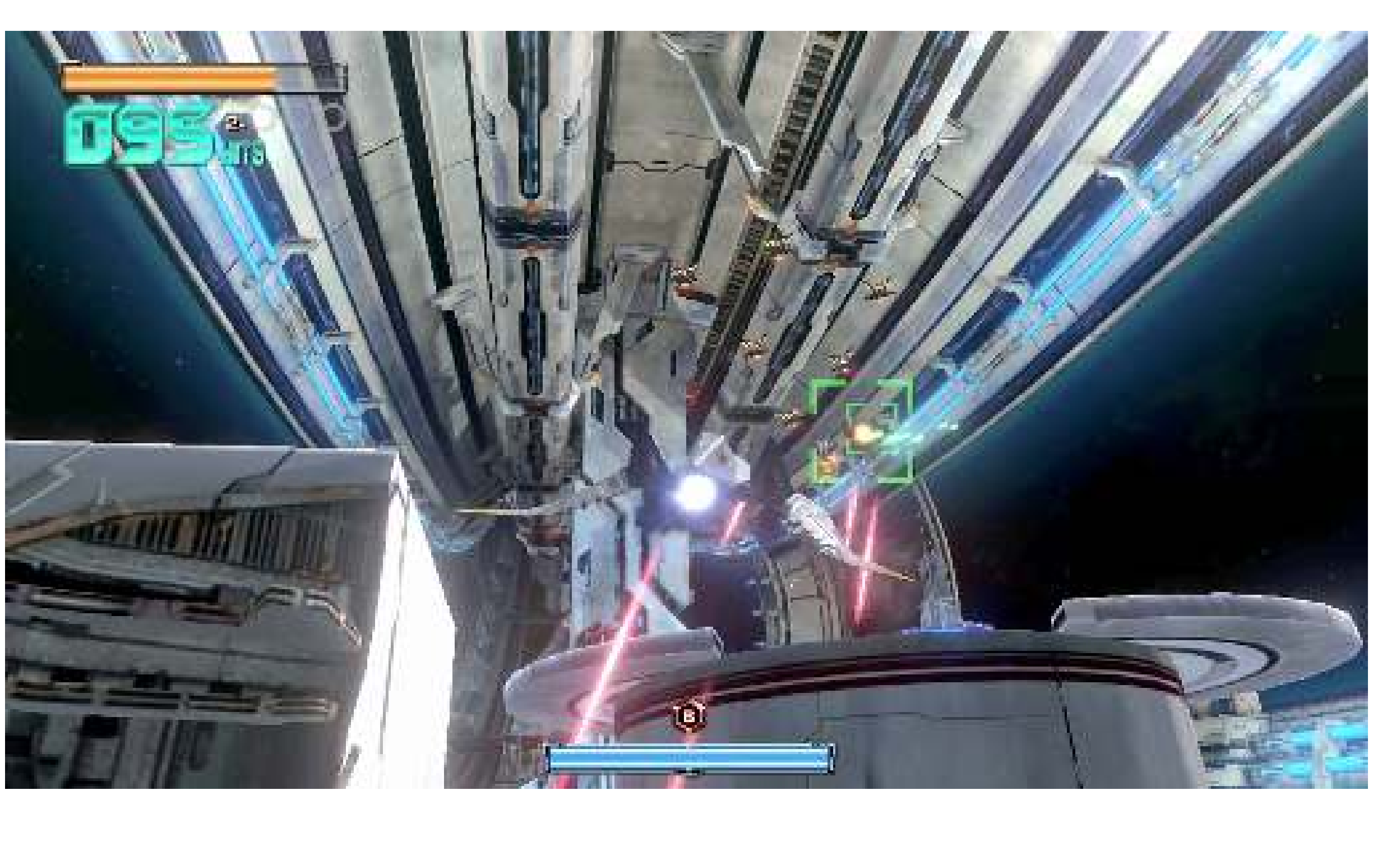
3 Heading right, and now north up the colony's west side, the buildings here are as dense as the collection on the side where you began. Andrew has deployed more Plasma Shields along the way; veer to the far left after them to find the second of three super gold rings, attended by some tanks.

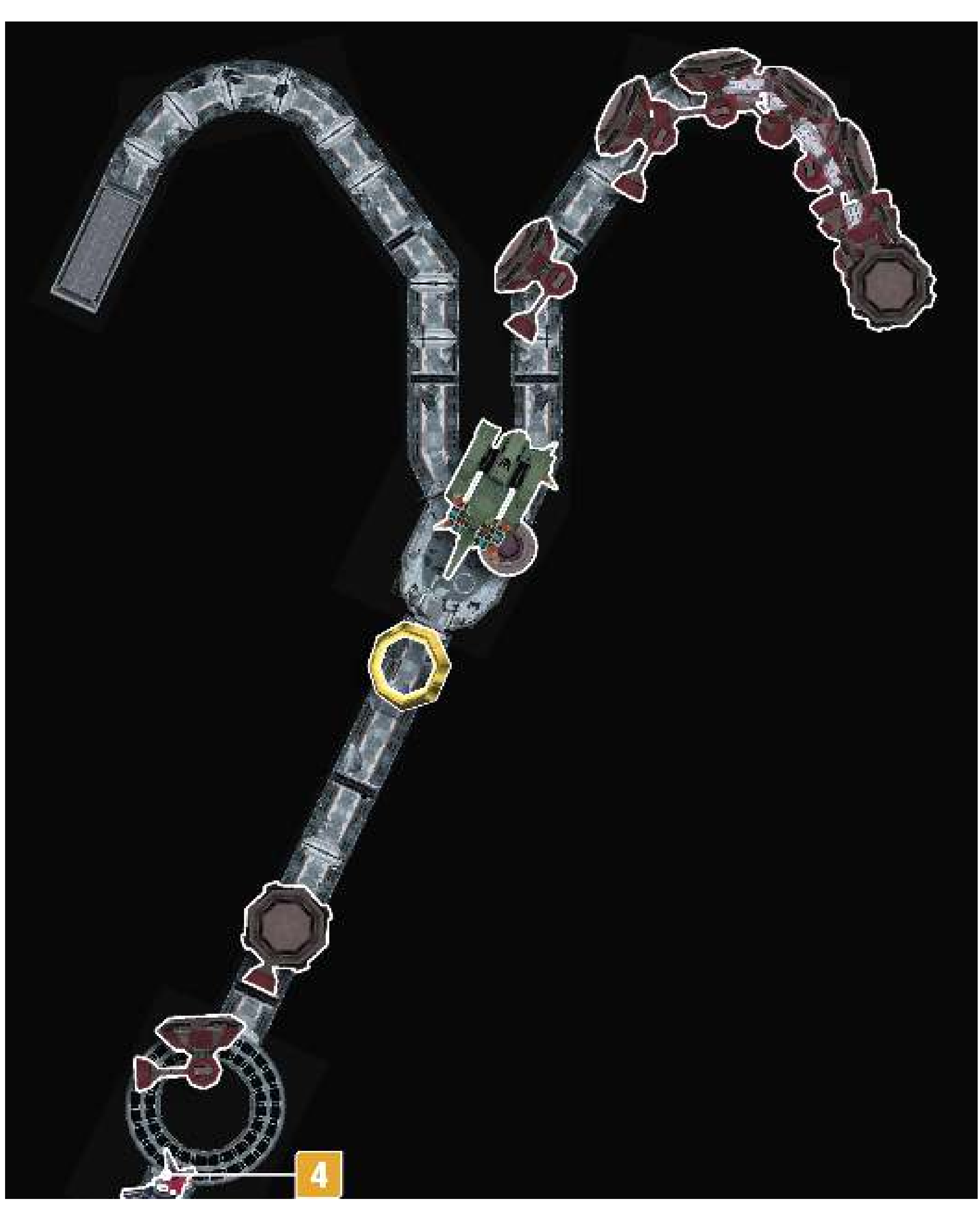




Ahead and slightly right, Alpaca Tanks blockade the way, with the final super gold ring between them. Ahead, Andrew climbs and dives into an opening, and you're compelled to follow.



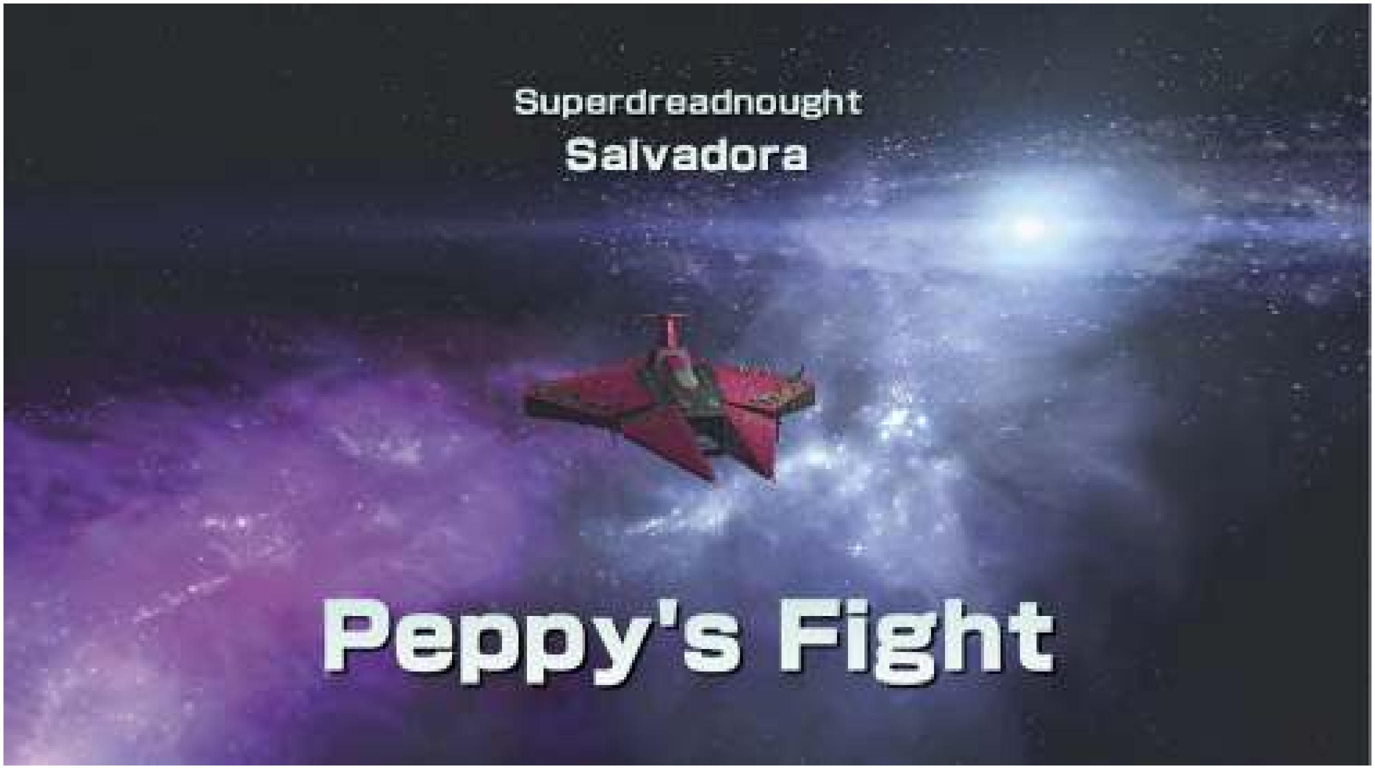




Salvadora - Peppy’s Fight

Introduction

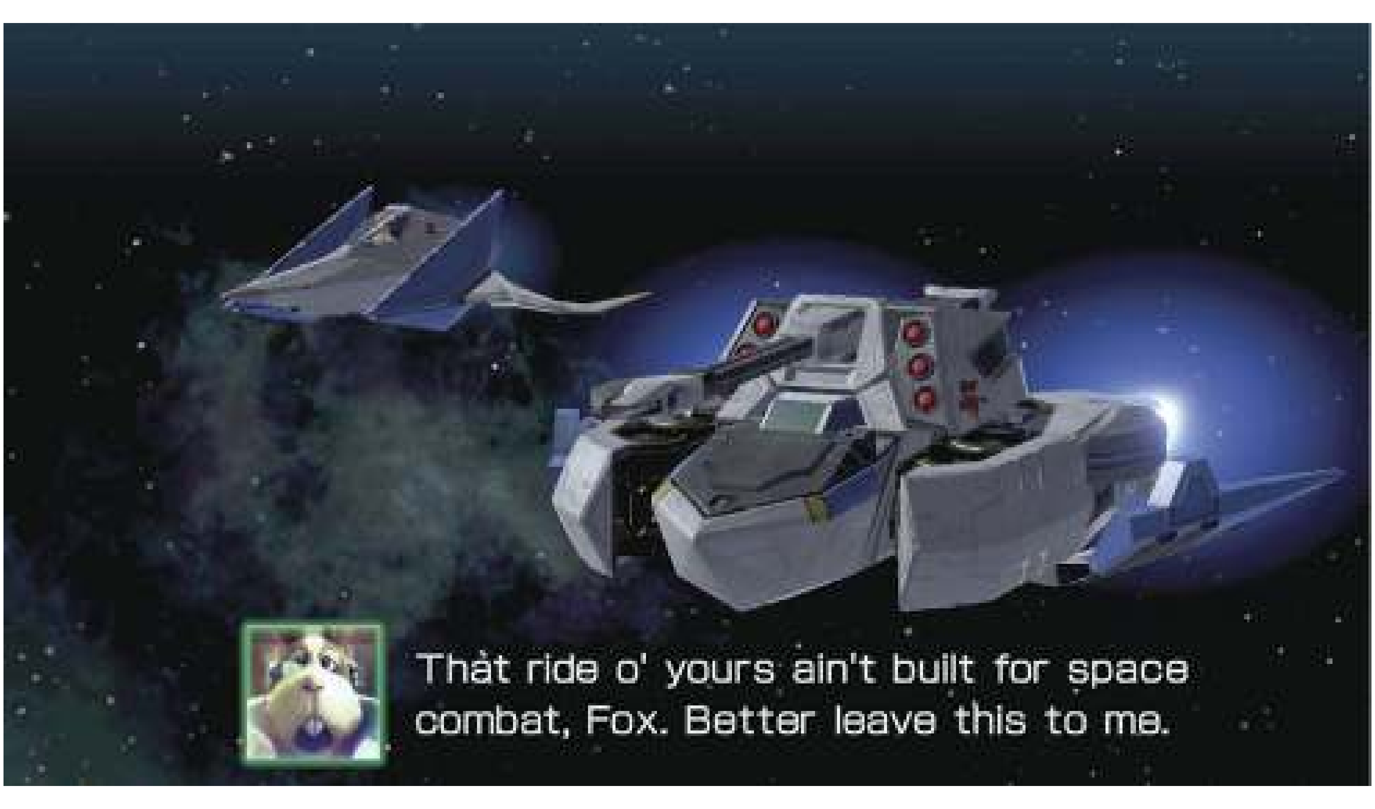
After completing the mission in Fichina, you’ll have access to the Landmaster’s flying Gravmaster form. Return to the Titania mission to rescue Peppy Hare, and you can branch to an alternate ending to the mission. Toward the mission’s end, where Alpaca Tanks take shelter under breakable rock gazebos, transform to Gravmaster mode and float up and right, toward the teleporter evident in the background. After a few moments traveling in this direction, Fox is joined by Peppy himself, who apparently dealt with Scrapworm on his own and is ready to join with his teammates and get back to the fight with Andross. Fox and Peppy soar together into the teleporter, Fox in the Gravmaster, Peppy in his Arwing.



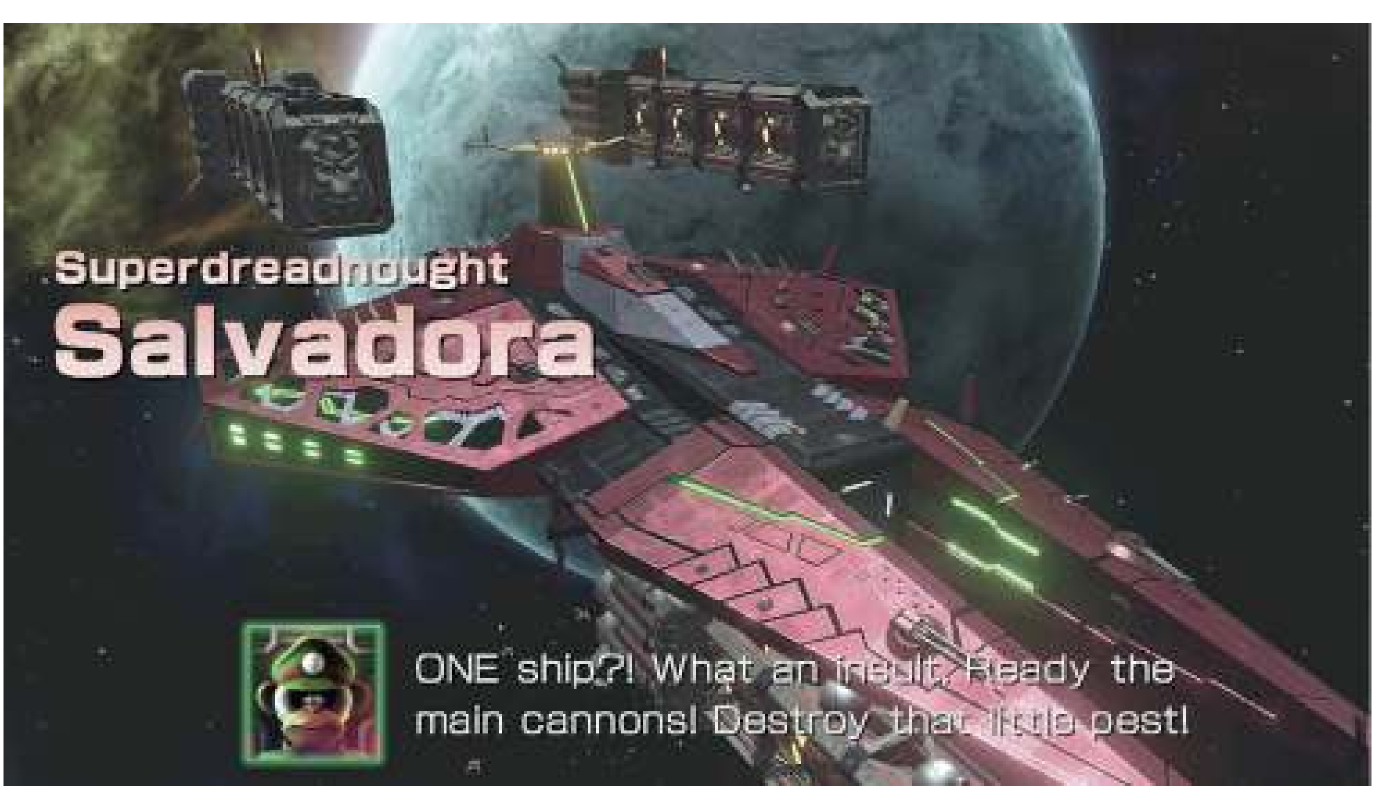
Salvadora - Peppy's Fight

Phase 1: Defeat the Superdreadnought

When you actually arrive at the destination though, it quickly becomes apparent that Fox in his Gravmaster won't cut it. It's just Peppy all alone against a Salvadora and its small fleet, including three Dorisbys and many escort fighters!



That ride o' yours ain't built for space combat, Fox. Better leave this to me.



ONE ship?! What an insult! Ready the main cannons! Destroy that little pest!

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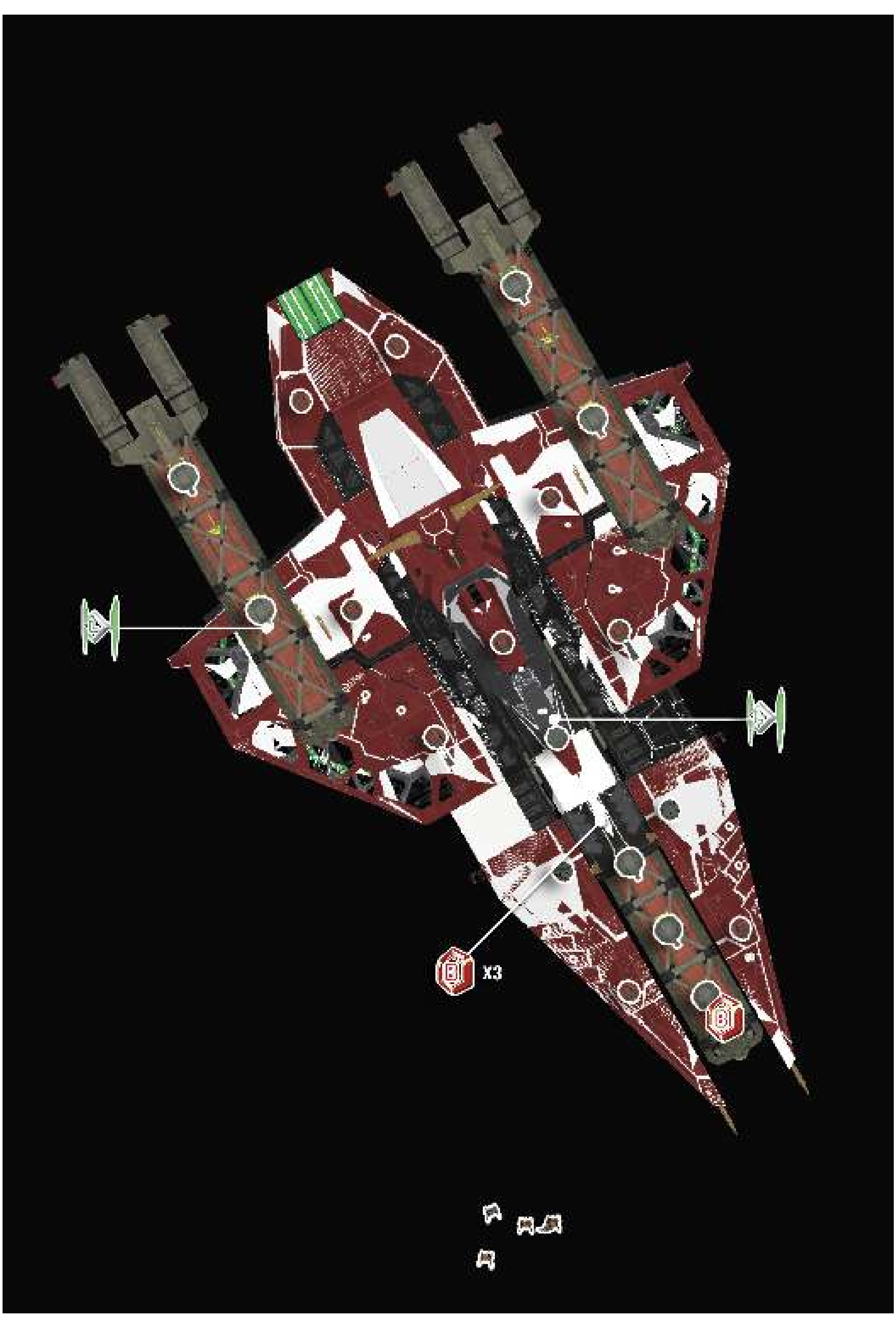
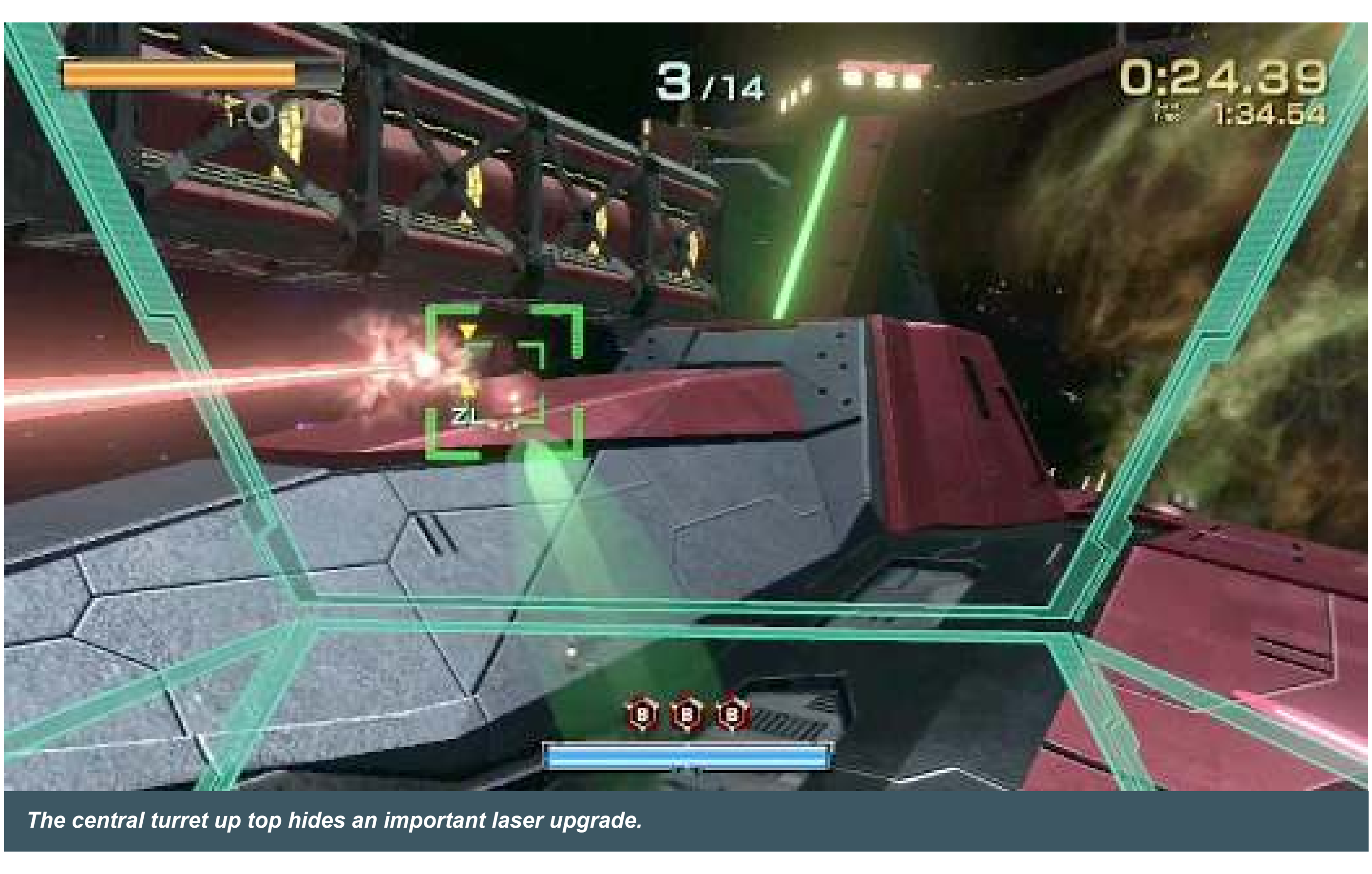
2:00.25

This isn't as far-fetched as it might initially strike you—Peppy flew with Fox's dad, after all, and is quite the decorated vet himself. The Salvadora is like the battleship at the end of Sector α, although instead of going inside to take it apart at the core like Fox, Peppy will shoot it apart from outside.

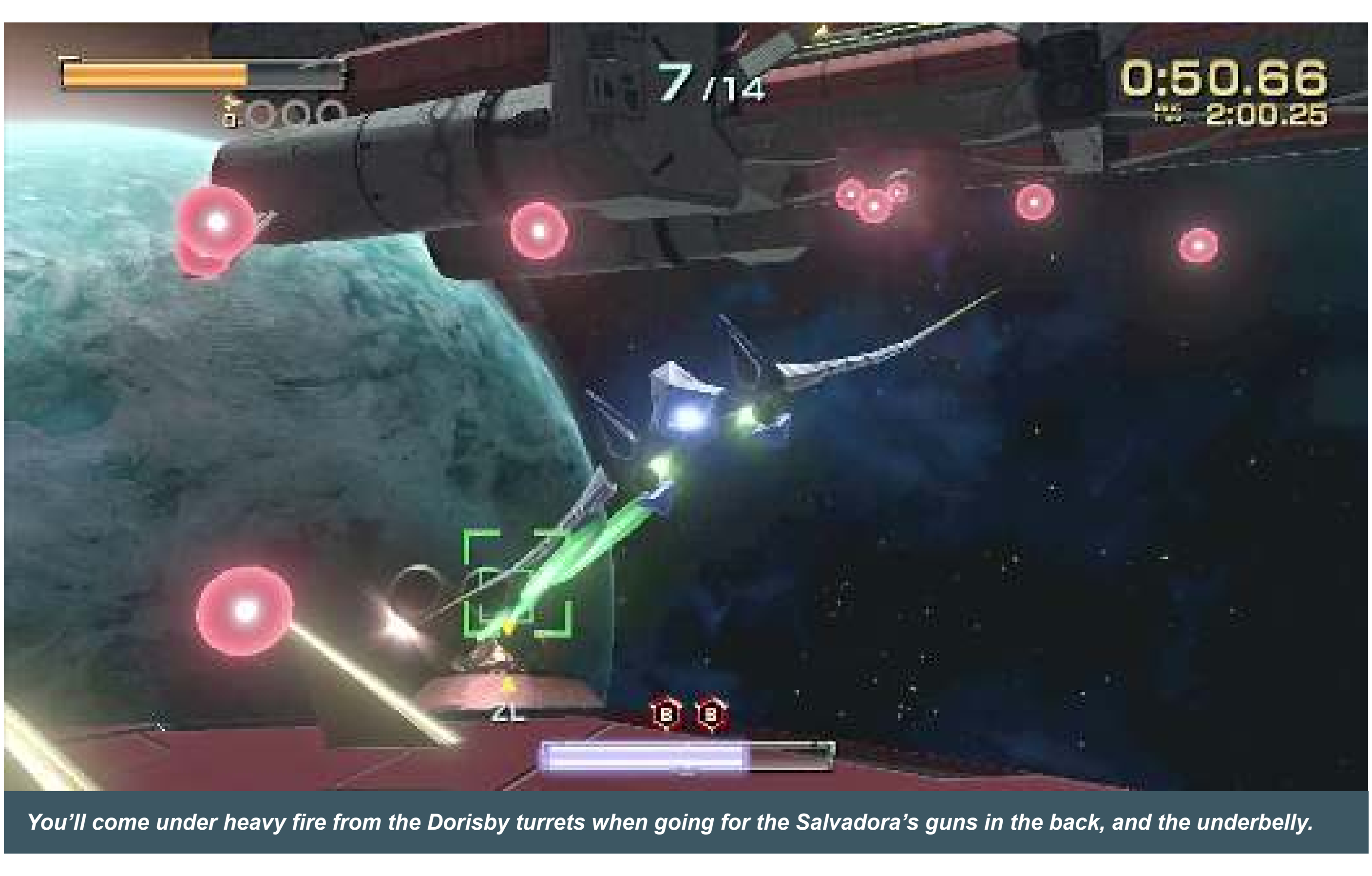


Defeating it will be like destroying the Androsa or Aquarosa battle-stations—if you destroy all of the ship's heavy turrets, the cumulative damage will be enough to undo the whole ship. This battleship puts those to shame, though, with over twice as many turrets and far stronger support. The Salvadora is bristling with 14 double-barreled heavy laser cannons you must destroy. You can't miss the cannons in question, which look like they belong on heavy vessels at sea.



The central turret up top hides an important laser upgrade.

The Salvadora has nine heavy turrets up top and five on its underbelly. Up top, visible right from the start, the turrets are arranged in four mirrored pairs up the length of the ship, with one extra turret in the middle, facing forward. This central turret is important—destroy it for a laser upgrade. The five heavy turrets underneath are clustered in the front, three relatively centered and two under the forward wings.



You'll come under heavy fire from the Dorisby turrets when going for the Salvadora's guns in the back, and the underbelly.

Surrounding these behemoths are many smaller turrets. These aren't mission-critical, but destroying them when convenient (like using aiming view while in transit between bigger cannons) can thin the guns pointed at you, and sometimes reveal silver rings to replenish your shield, which is probably beat up to some degree, thanks to all the crossfire.

2/14
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12/14
1:30.42
2:00.26

The Salvadora also has three Dorisby rams accompanying it, two above the wings and one directly below the center. The Dorisbys themselves are harmless, but they're equipped with several omnidirectional turrets each, oriented inward toward the mothership they're guarding. These aren't targets necessarily, but they'll pummel you mercilessly with projectiles if you don't take them out. Unless you're moving very quickly over the Salvadora's surface, so the turret bullets all miss you, these will become a problem if left unattended. Like the small Salvadora turrets, some of these leave behind silver rings. The lead turret on the Dorisby, right under the Salvadora, will also leave behind a spare bomb pick-up, not far from a curiously well-stocked hangar.

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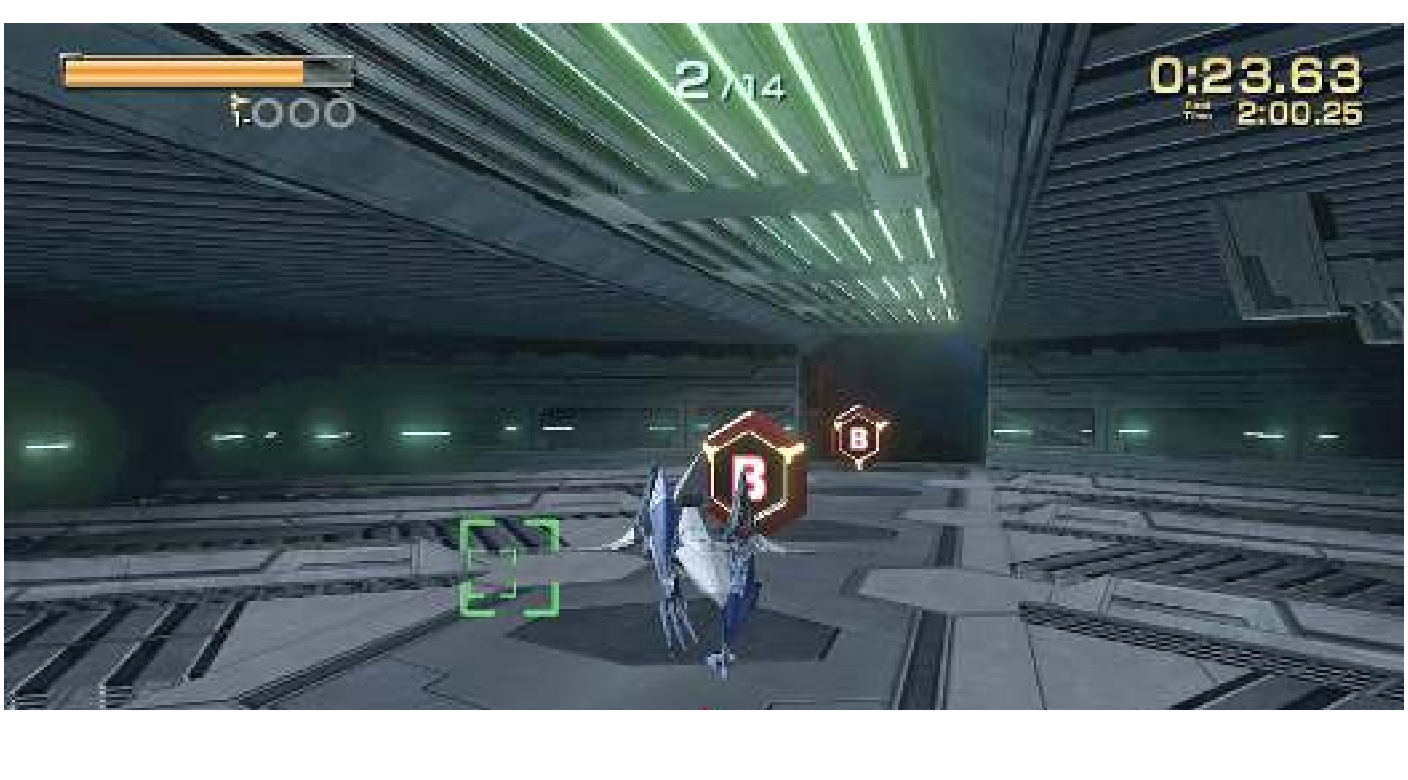


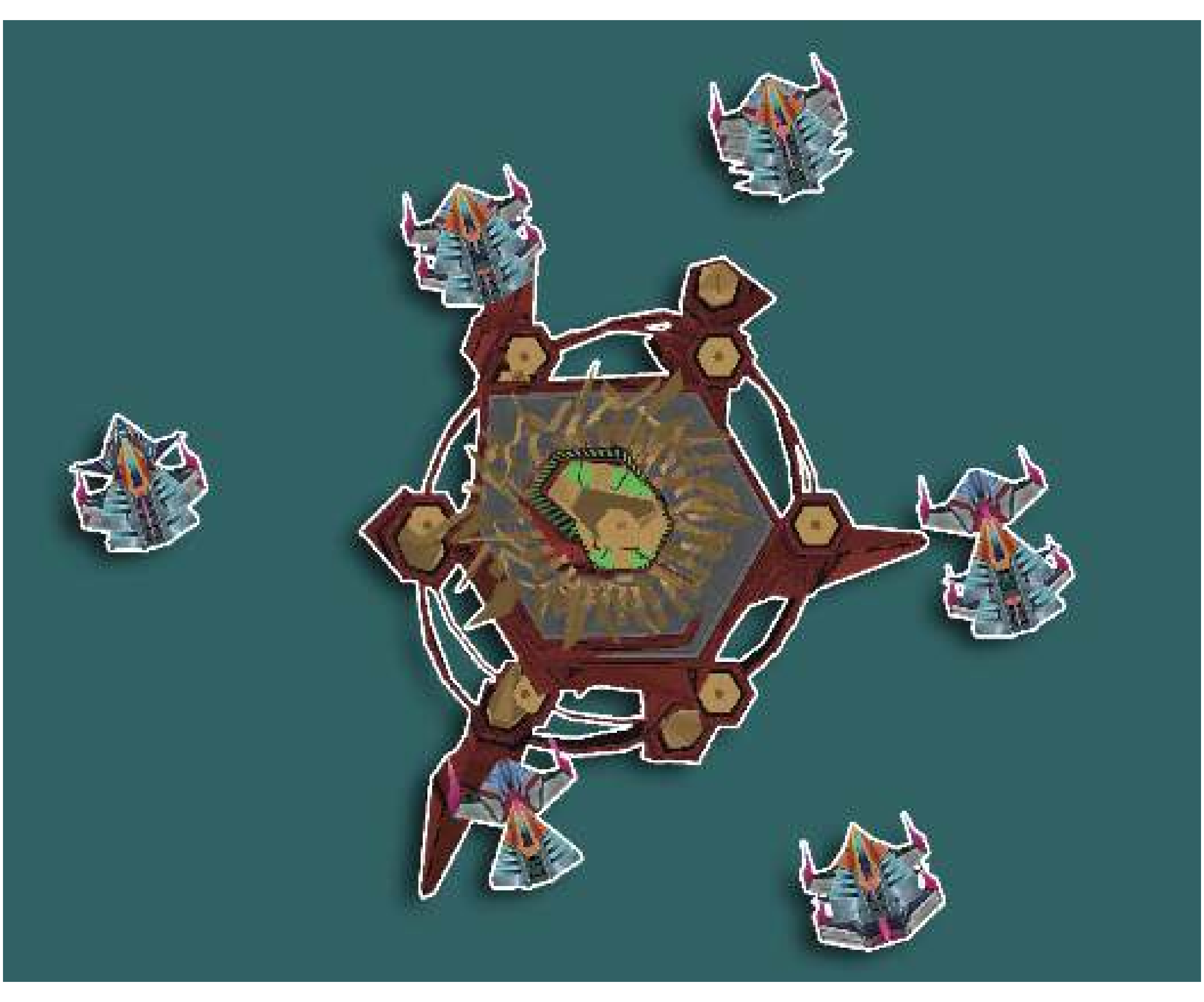
Aquarosa - Floating Target

Introduction

Weaponized Floating Fortress
Aquarosa
Floating Target

Aquarosa - Floating Target

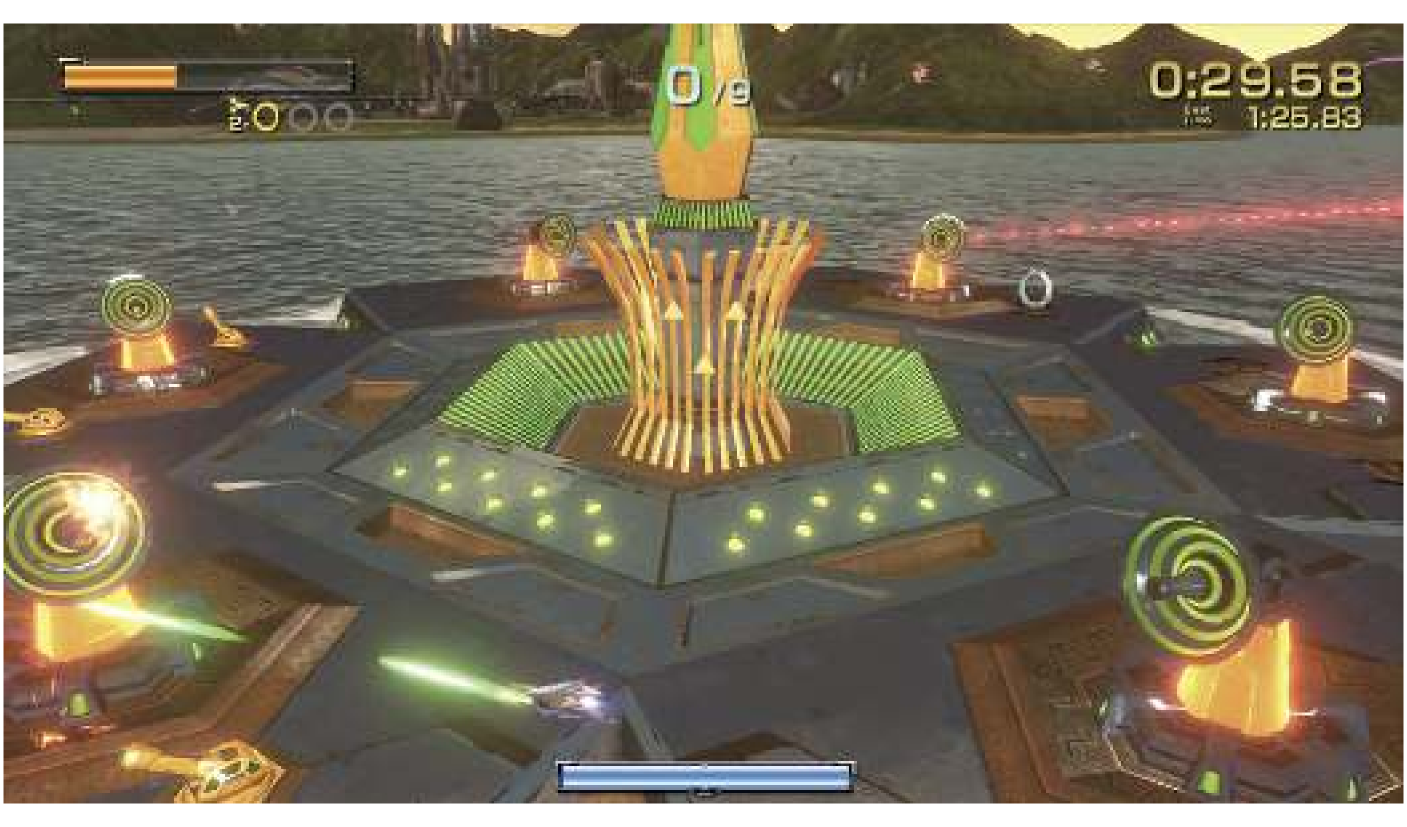
Phase 1: Defeat the Floating Fortress



This is more like an alternate boss for the first mission than a full mission unto itself, as evidenced by what happens if you're shot down or you select "Restart Mission" from the pause menu—you'll return to the initial dive toward Corneria City rather than here at this boss battle. Your equipment situation carries forward from Corneria—whether you teleport here from Corneria City with a single laser and no bombs or a full rack of five and shiny blue hyper lasers, that's what you'll have here. Normally, your armament situation doesn't persist mission to mission, so do yourself a favor and arrive armed to the teeth. Max out lasers and avoid using bombs on Corneria before warping here.

Skip
Weaponized Floating Fortress
Aquarosa
There's no WAY you can beat us
in the water. It's payback time!

You have five minutes to sink the battle station. The mission is failed if time expires, or if the Arwing is shot down. Fox took on this scouting mission alone—Falco, Slippy, and Peppy aren't here to watch your back.



Initially, the floating Aquarosa is topped by six parabolic laser cannons and many smaller turrets. Like any respectable battle station, it's also swarming with fighter escorts. The standard Dragon I drones flit about, but more armored, persistent Invader II fighters and Commander craft also appear here, close to the hidden mothership. Destroying some of the smaller turrets around each parabolic laser cannon reveals some silver ring pick-ups.

0/9
0:51.96
1:25.83

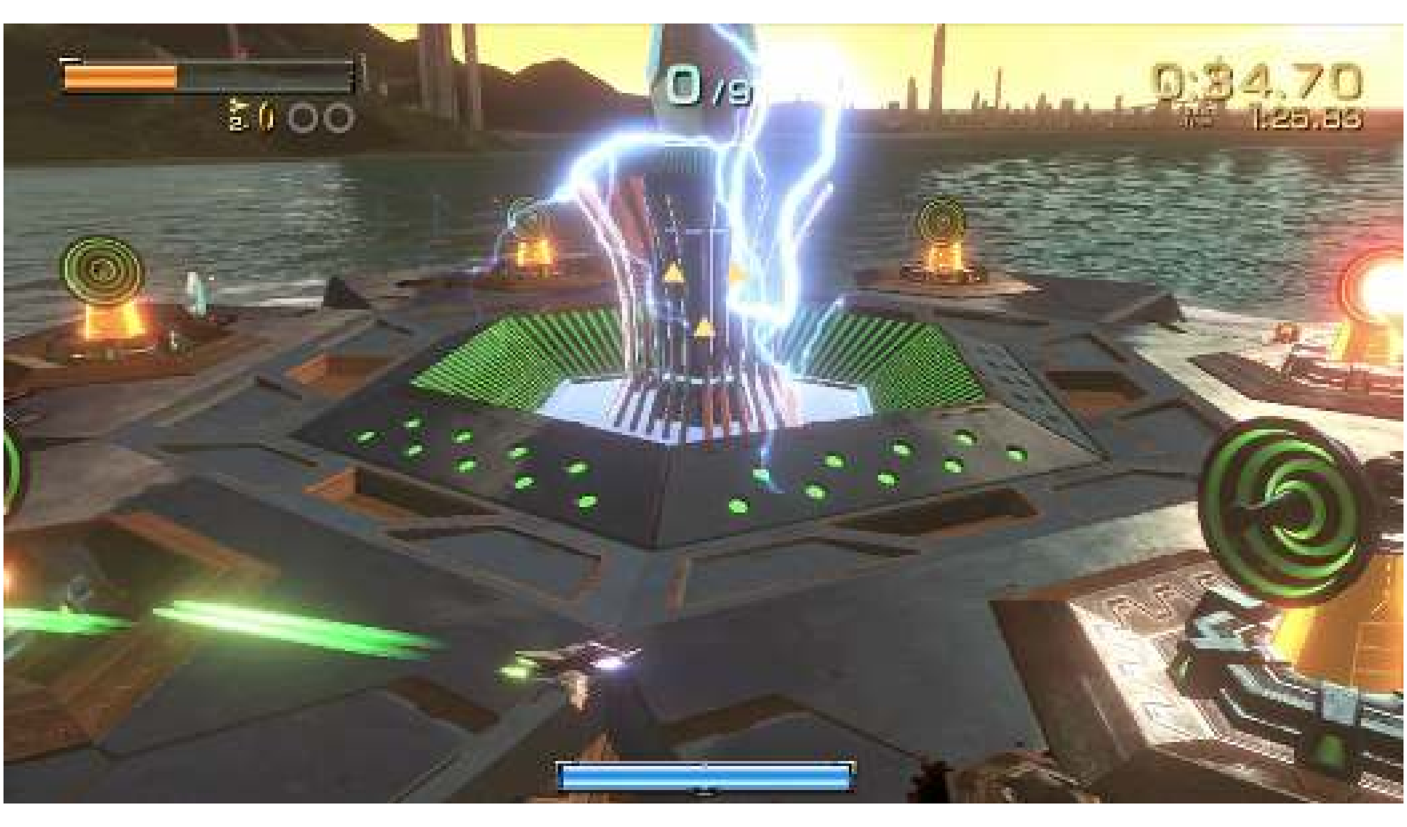
1/9
0:22.98
1:25.83

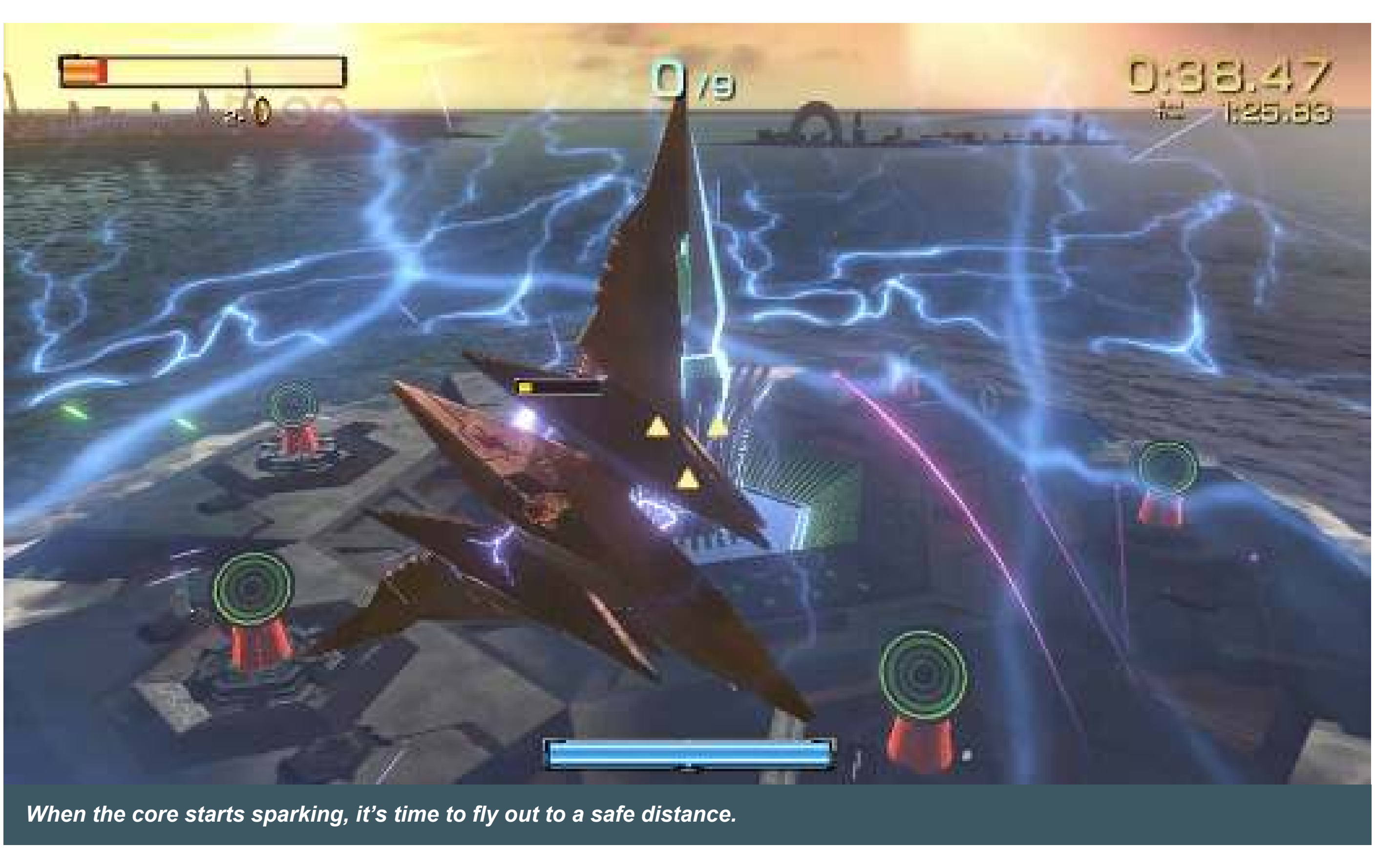
The main targets are the parabolic laser turrets. Take these out one by one to weaken the Aquarosa. They're much sturdier than the variety you've faced on the Androsa. (Maybe turrets are more resilient soaked in water?) Each requires several seconds of sustained laser fire to destroy it, while you're potentially being fired upon by fighters, small deck turrets, and other parabolic laser cannons. Focus view will help you keep track of the big picture while cockpit view lets you aim. In this way, you can fly circles around the Aquarosa along the same curve as the ship itself, firing inside at the closest parabolic turret. A wide path causes their huge beams to miss, thankfully.

One of the parabolic laser cannons leaves behind a laser upgrade when it's destroyed, so be sure to pick that up if you have some turrets left. Laser upgrades help with your damage output quite a bit.

5/9
0:37.17
1:25.83

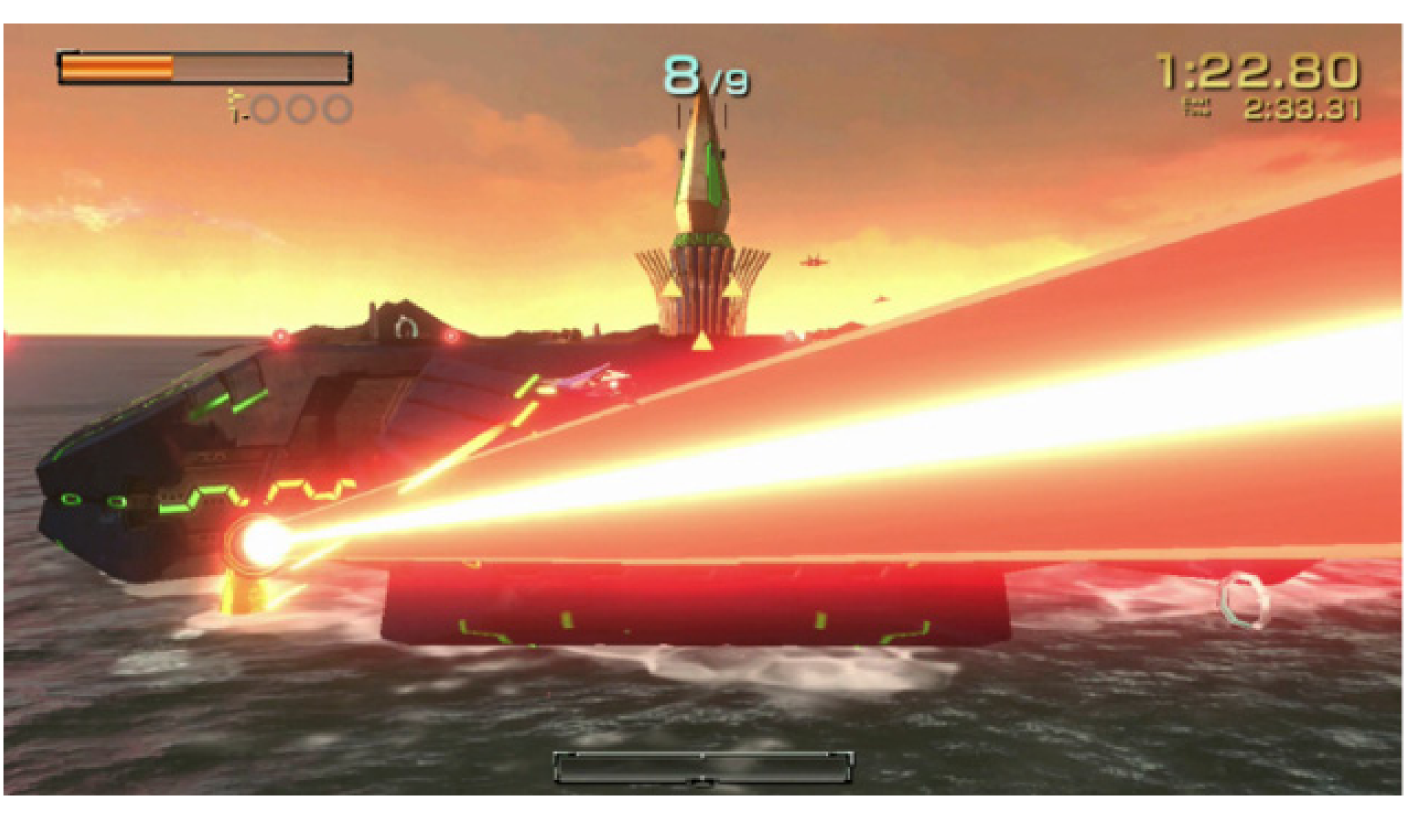
Even with all its attending craft and crew and emplacements, the Aquarosa's main defensive weapon isn't any of those. At the middle, you can see the spindly shield generator extend up from the core. This generator builds up energy over time, then displaces it in an expanding electromagnetic cloud. This field dissipates as it expands away from the core, so it's safe to stay in the vicinity of the Aquarosa, but nowhere near weapon range on the vulnerable turrets. The generator itself cannot be damaged—you'll just have to deal with it.



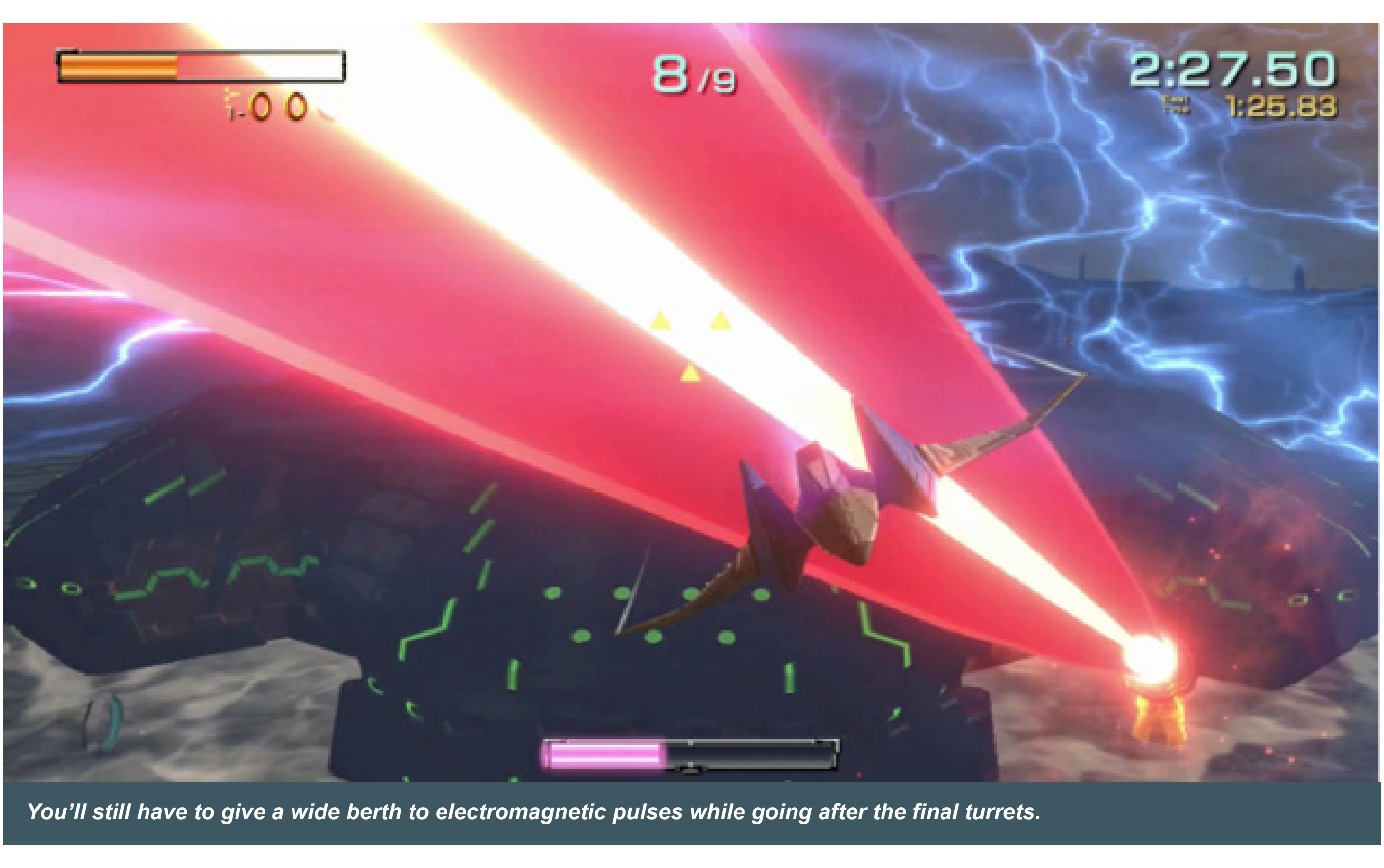


When the core starts sparking, it's time to fly out to a safe distance.

Swoop in toward the Aquarosa right in behind the retracting electromagnetic waves, maximizing your time in the middle before the next electric blast wave. You can tell when another pulse is coming because the center will begin sparking and glowing, building electromagnetic energy. Take a last few potshots at turrets underneath, then peel out away from the floating ship and boost to gain distance quickly. You'll get a sense for where the field will reach and when it will dissipate, so you can turn back tightly behind it. At first, just play it cool and see how far it extends, for safety's sake. The pulse does very serious damage to the Arwing on contact, so you definitely can't afford to run into too many stray pulses.



Once you've dispatched five of the turrets and there seems to be only one remaining, the Aquarosa will surface a bit, revealing more of its bulk and three more parabolic laser cannons set lower along the hull.



You'll still have to give a wide berth to electromagnetic pulses while going after the final turrets.

While the six turrets up top were positioned so you could easily fire at them one after another, the ones inset on the sides are a different story. The generator also begins sending out damaging pulses more often, so you'll usually only get time to take shots at a single turret per pulse retraction period. If you're in dire shield straits at this point, note that one of these lower parabolic turrets leaves behind a gold ring when it's destroyed.

SINKING THE SHIP IN RECORD TIME

This mission has one medal, unlocked by defeating Aquarosa within 2:10. With just over two minutes to win, you'll have to make the most of every pass at the station. At first, it gives you plenty of time to take out three or four parabolic turrets on the first pass, especially if you're sporting twin lasers. You're making good time if you whittle it down to just one turret on top by the second pulse. Things get challenging once the station has risen and exposed the side turrets. One easy way to deal with them is to save three smart bombs for this part. Otherwise, the most you can ask for once the station is using electric pulses repeatedly is to destroy one parabolic turret per flyby. Still, if you get out to a really quick start while the battle station is calmer, you should have plenty of time for the final few turrets.

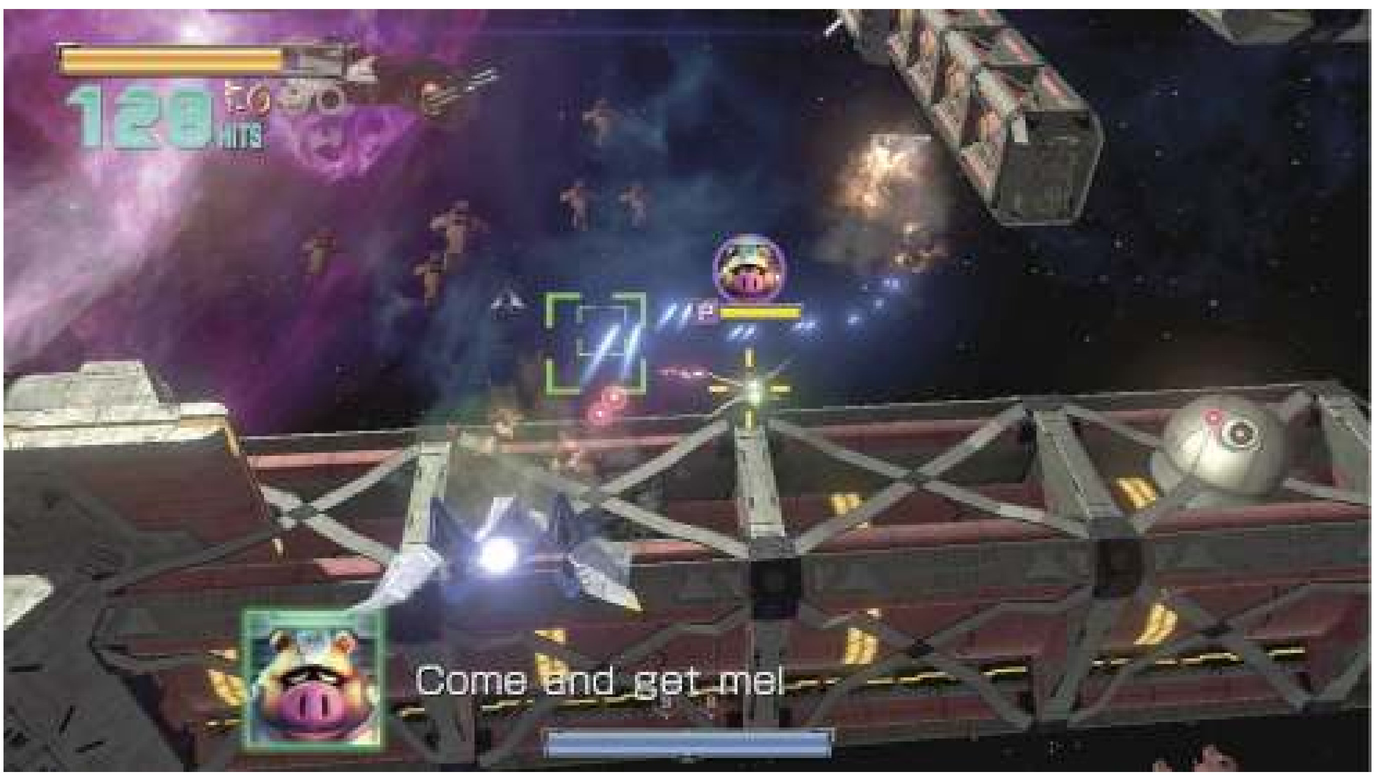
As for the Aquarosa's fighter escorts, with a clock ticking (and no hit score par to shoot for), it's not worth bothering with

Wolfen - Meddlesome Mercs

Introduction

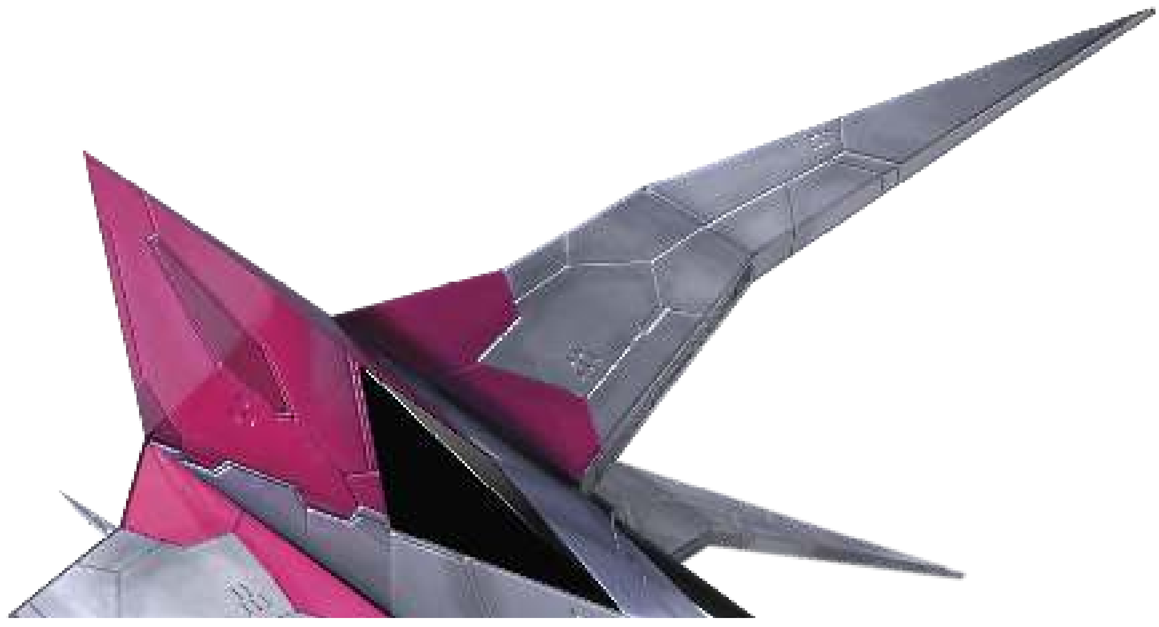
By now, Pigma has been a backstabbing thorn in Star Fox's side for a long time. This is finally a chance to square off with him up close and personal, as payback for the sake of James McCloud, Fox's father. Before you can corral Pigma, you must do some legwork. As a prerequisite to accessing this special Wolfen mission, you must complete each mission crucial to Story Mode, as well as the alternate mission on Fortuna.

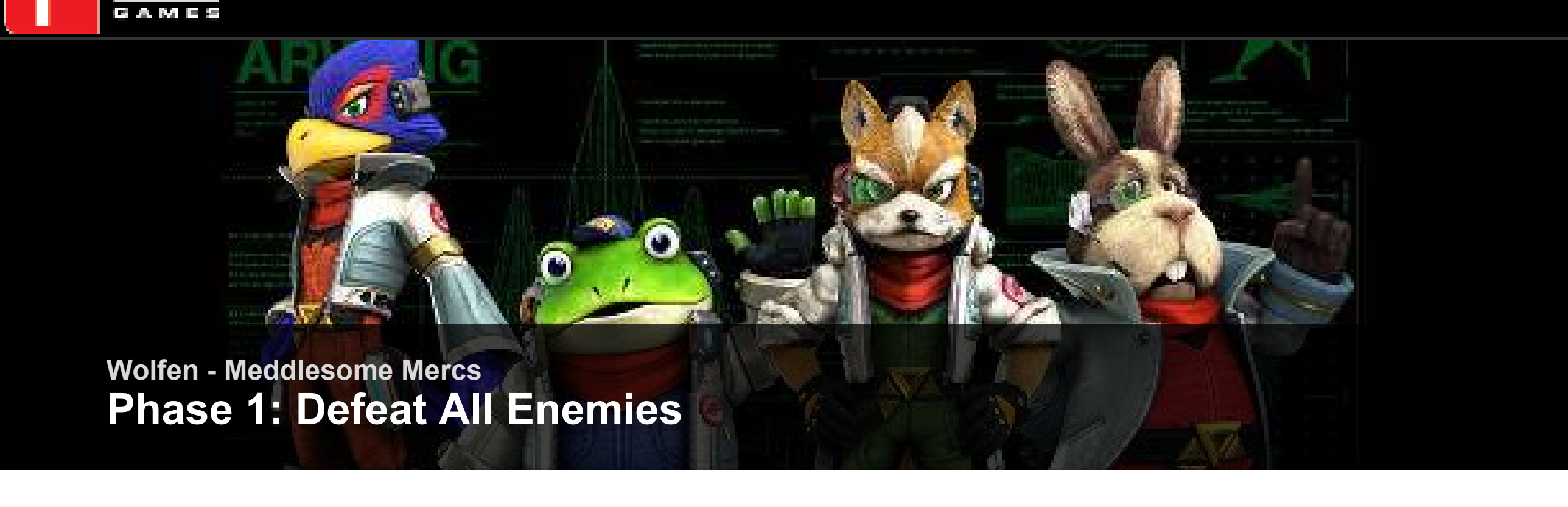
Elite All-Range Fighter
Wolfen
Meddlesome Mercs



Completion Prerequisites
Corneria – Enter Star Fox!
Sector α – Frenzied Firefight
Area 3 – The Key to Victory
Zoness – Covert Ops
Sector β – Reunited with a Friend
Titania – A Fox in the Desert
Sector γ – Copperhead Chaos
Fichina – Frostbitten Fray
Sector Ω – Blasting Through
Corneria – Hidden Plans
Venom – The Final Battle
Fortuna – Dangerous Skies

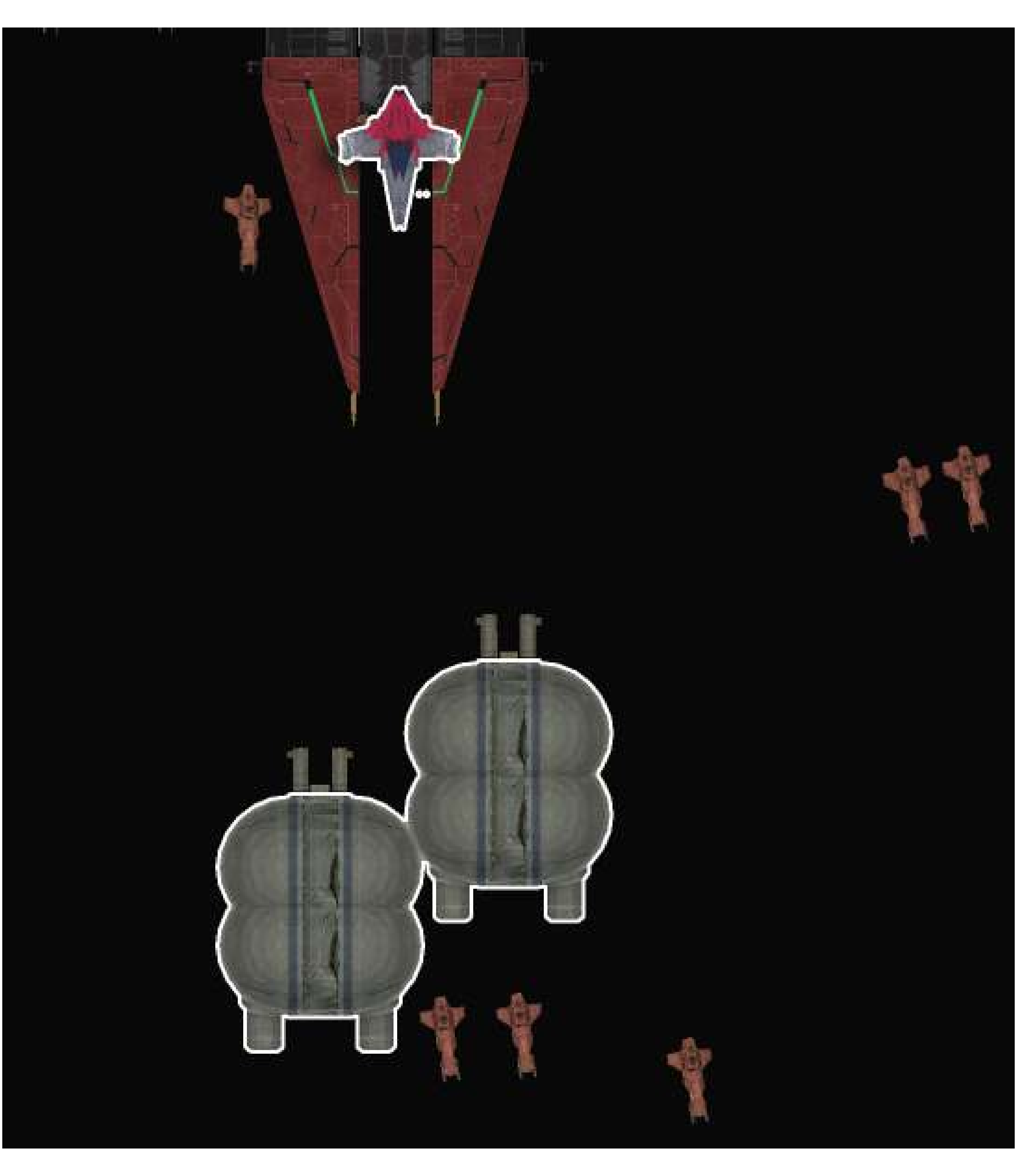
Once you've survived all these missions, Pigma will show up if you replay the first big space battle, in Sector α. He jets in flying his Wolfen fighter just after you pass the sequence with three Dorisby ships trying to box the Arwings in. He doesn't attack, and if you fire on him he'll just effortlessly deflect all the shots with deft barrel rolling. After a few moments of flying around in a provoking manner while taunting Fox, Pigma departs. That is, unless you focus on him by holding ZL. Attach focus view to Pigma, and it's on! Fox takes the challenge, tailing Pigma out of Sector α to an anonymous nearby battle sector for their face-off.





Wolfen - Meddlesome Mercs

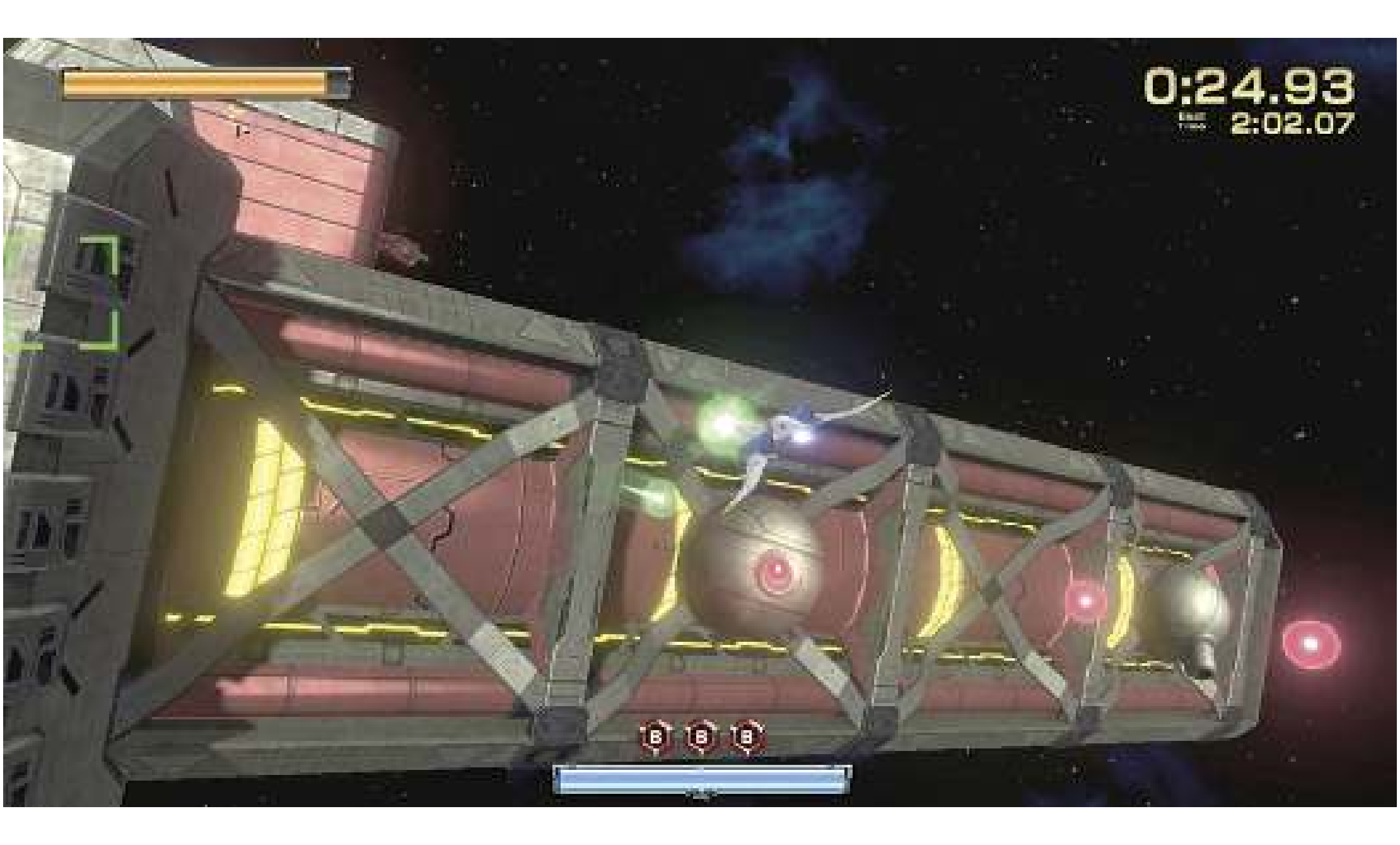
Phase 1: Defeat All Enemies

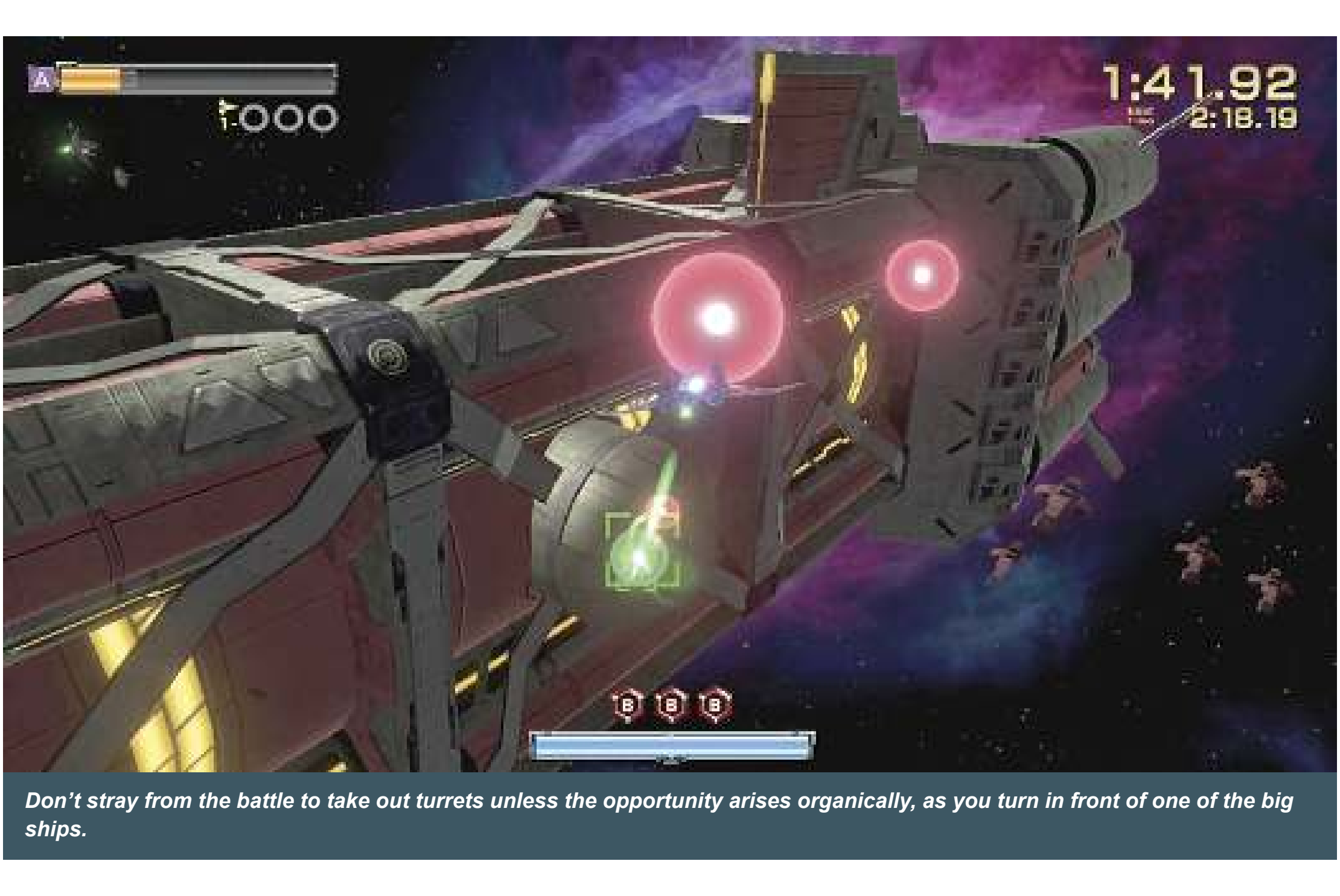


Pigma, true to form, starts out with some dirty pool by bringing a friend to what he initiated as a mano-a-mano (or fox-a-pig) duel. Star Wolf member Andrew also tags along, backing up dastardly Pigma.

Star Wolf Pilots
Pigma
Andrew
P
A
You can't escape from me!

The encounter takes place in remote space between two bracketing Dorisby spacecraft. These big enemy transports aren't totally neutral observers—the omnidirectional turrets affixed to the Dorisby ships will definitely fire on the Arwing, so take them out when it's convenient to do so.





Don't stray from the battle to take out turrets unless the opportunity arises organically, as you turn in front of one of the big ships.

BE PREPARED

Like during other satellite missions that begin as hidden branches off a normal mission, you can carry forward your arsenal from Sector α into this battle. Save up bombs and power up to at least twin lasers before chasing Pigma into this duel. (Hyper lasers are terrific too, of course, but Andrew and Pigma together are such persistent pests that you'll probably get knocked back to twin lasers quickly anyway unless your flying is flawless!) Beware that failing, or choosing "Restart Mission," will actually return to the beginning of Sector α.

Later, once you've prevailed against the Wolfen pair, you can replay this mission selecting it directly from the Lylat System menu. Heading straight into the Wolfen mission like this will simply start you out with a single laser and three bombs, and restarting the mission (should you choose to) will work as normal.

At the beginning, the Wolfen fly past you on either side, but they quickly loop back to tail you together. You have to be careful dogfighting here. Both enemy ships can out-maneuver you, and over-committing to trying to tail one can leave you wide-open to the other. You need to take out the turrets on the nearby freighters to clear the air a bit, but making a pass for that express purpose is guaranteed to put two aces on your six. You must be flexible and willing to change approaches at a moment's notice.

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P

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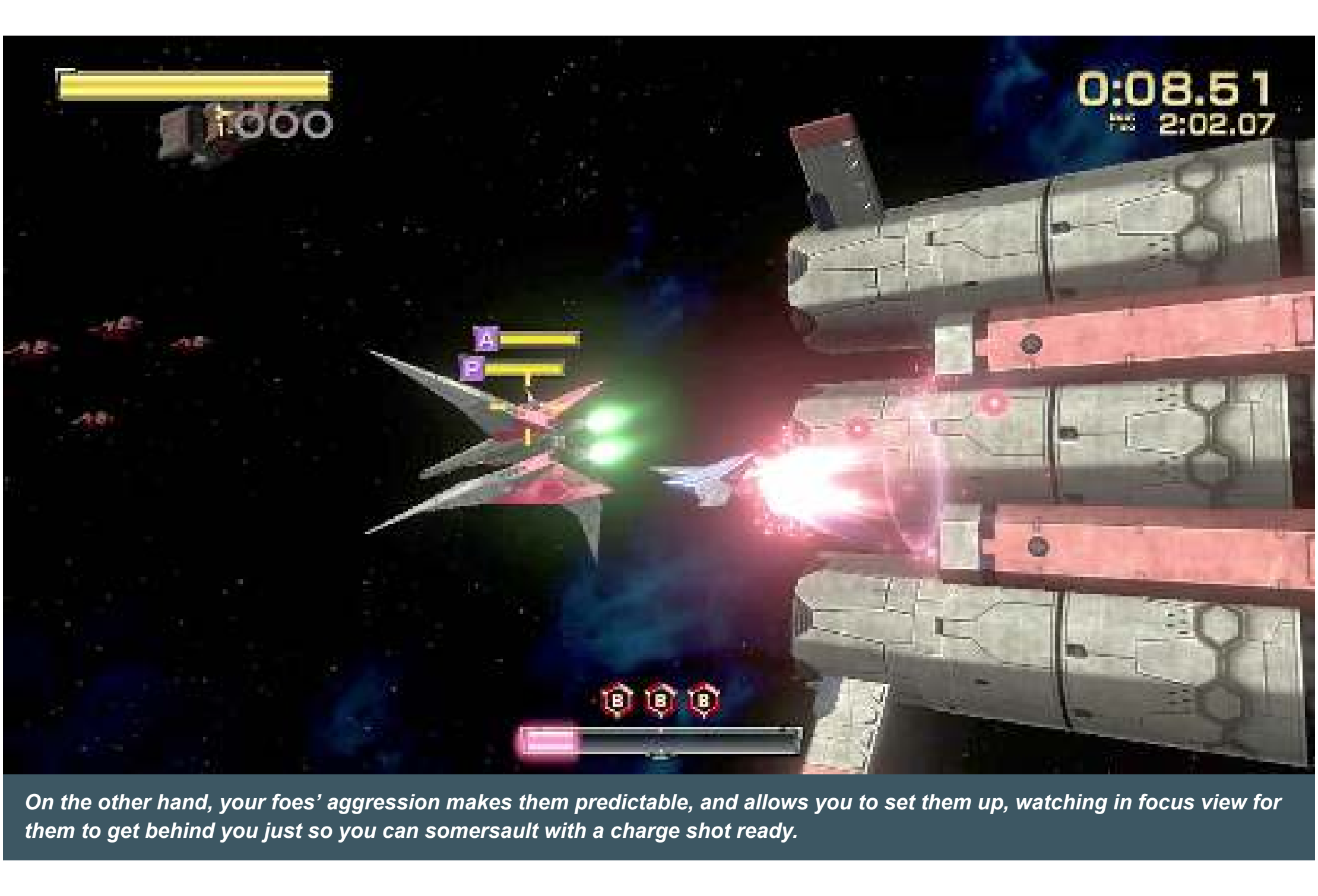
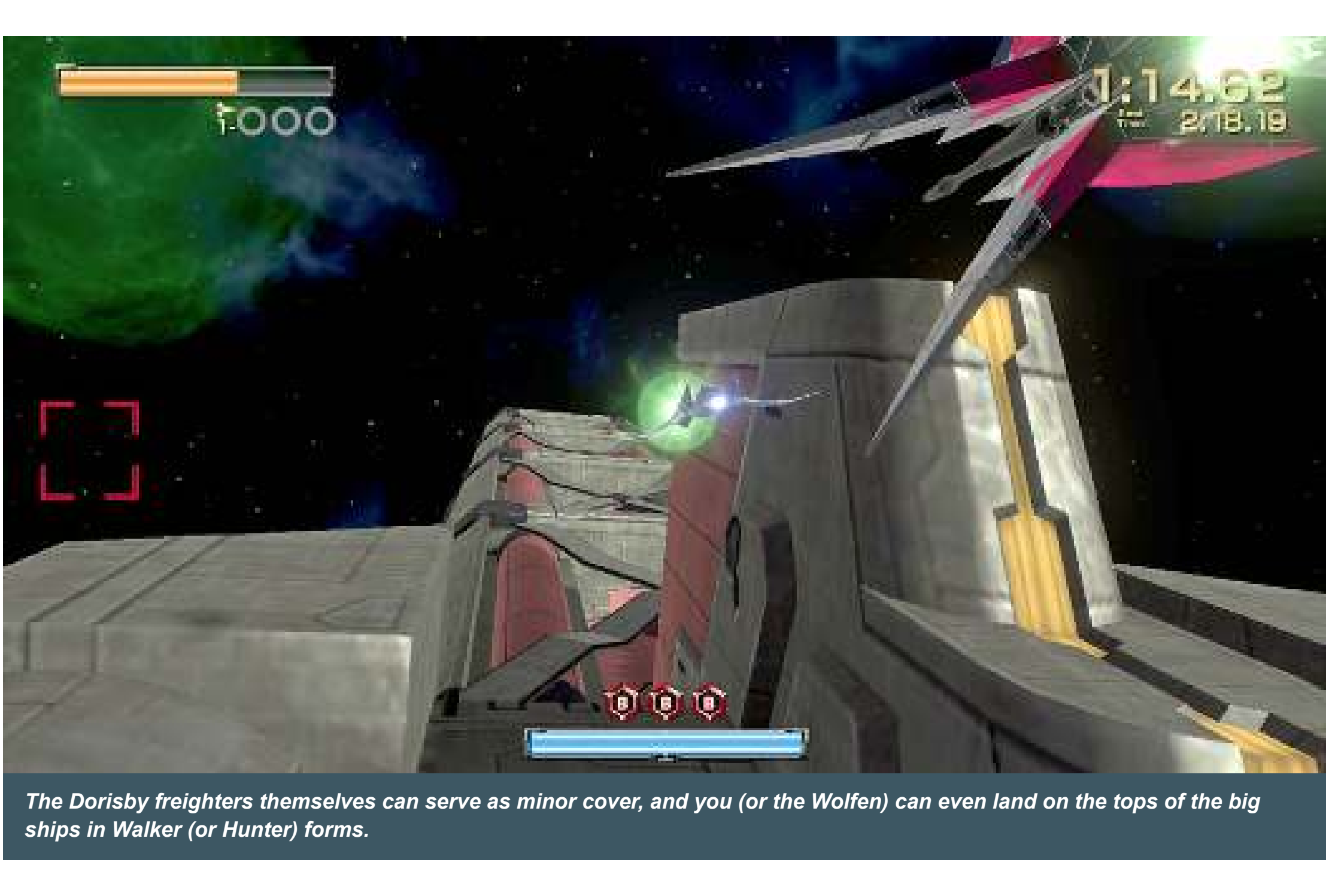
P
A



On the other hand, your foes' aggression makes them predictable, and allows you to set them up, watching in focus view for them to get behind you just so you can somersault with a charge shot ready.

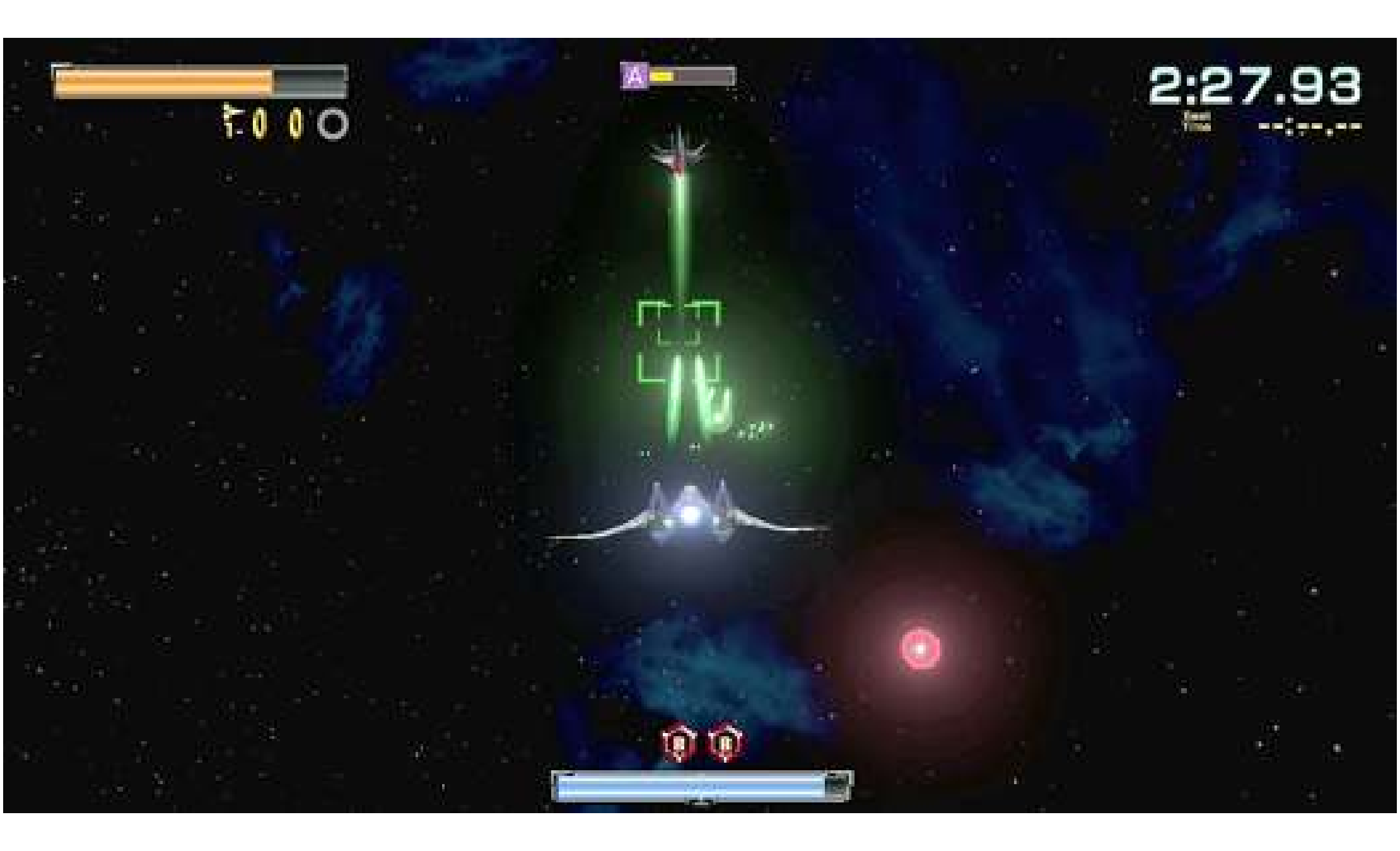
In particular, while you can get away in many missions with riding it out when minor foes are tailing you, basically ignoring your pursuers while you focus on a target, that won't work here. Andrew and Pigma are both far better shots than the grunts filling out most of Andross's army, so you'll usually be taking at least some damage if you don't somersault or turn hard instantly in response to the cues that you're being attacked. There are many signals that it's time

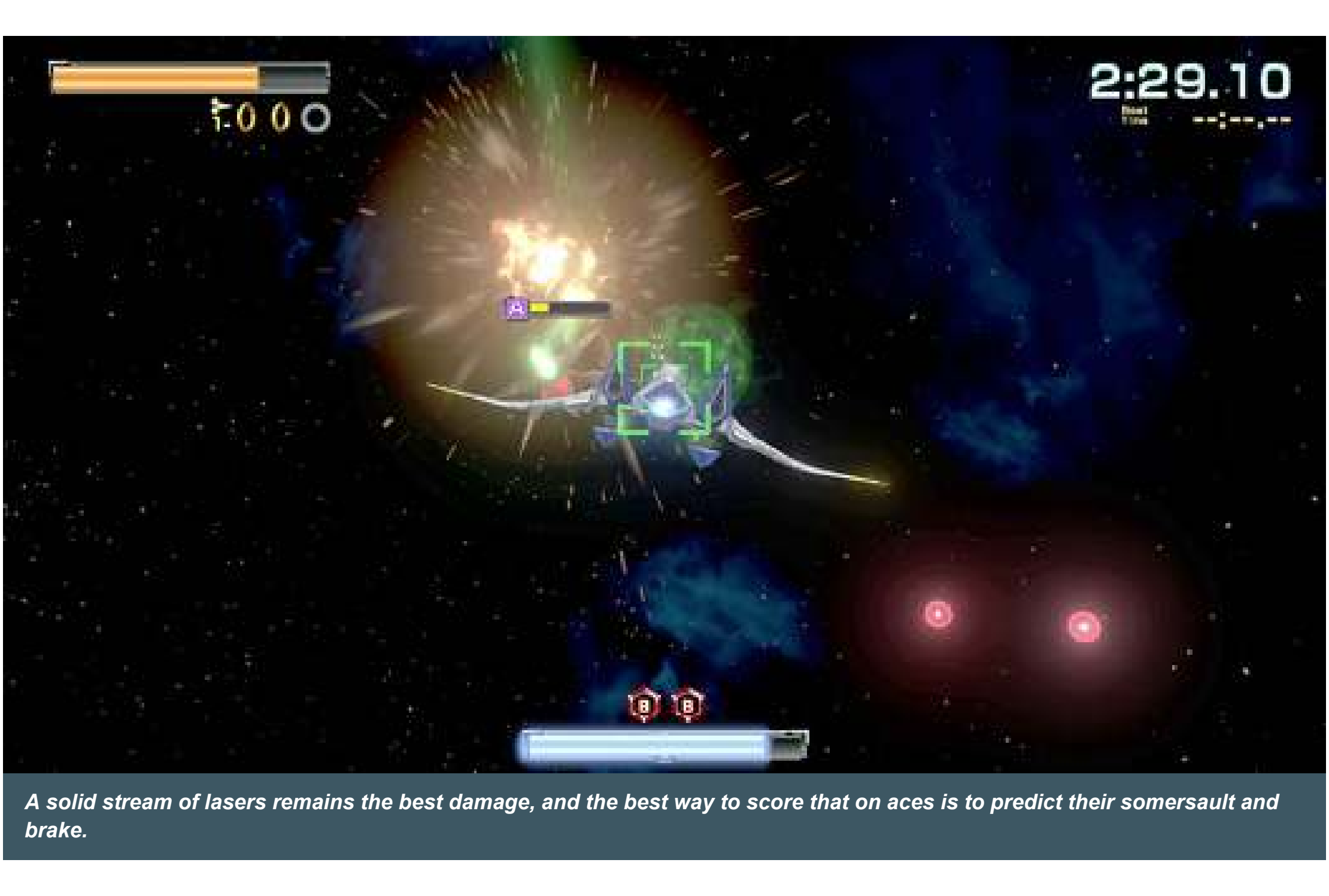
to drop your current plan and redirect yourself in this battle: the Arwing's audio warning system, the sight of a Wolfen dropping in behind your Arwing in focus view, the taunts of Andrew and Pigma, and laser shots bouncing off your Arwing.



The Dorisby freighters themselves can serve as minor cover, and you (or the Wolfen) can even land on the tops of the big ships in Walker (or Hunter) forms.

Thankfully the battlefield is simple and there are not many places for anyone to effectively hide. If you need to drop multiple assailants or you're having trouble finding targets here, you can turn hard in a circle, tilting the Arwing, banking, and braking to make the turn as sharp as possible. This will have the pleasant effect of making most enemy shots miss, and you'll be able to quickly scan space around you. While banking, use cockpit view to gaze ahead into the turn. In this way, you can pick up targets at almost right angles to your banking Arwing, and often get a solid stream of laser shots at a Wolfen ace who thought he was the aggressor.



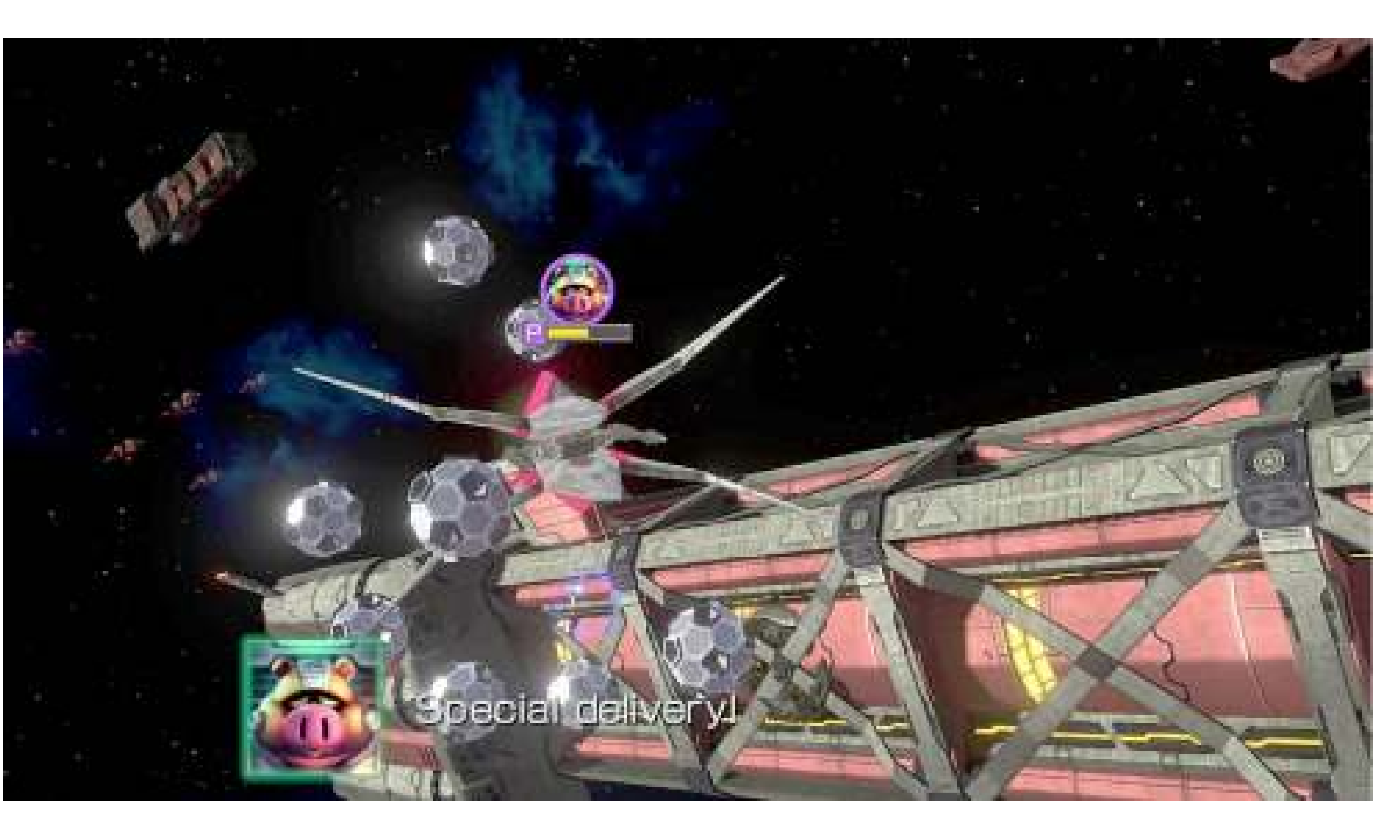


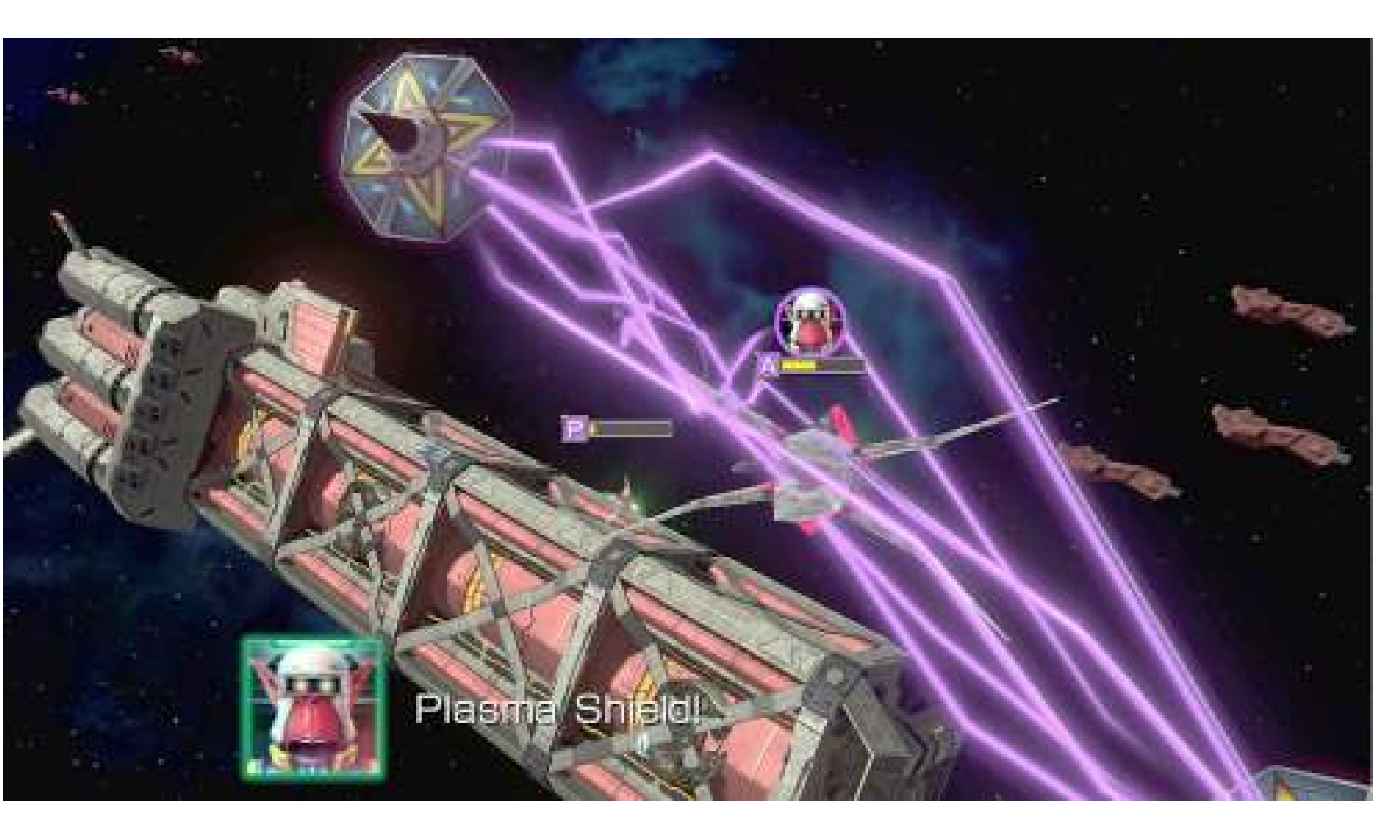
A solid stream of lasers remains the best damage, and the best way to score that on aces is to predict their somersault and brake.

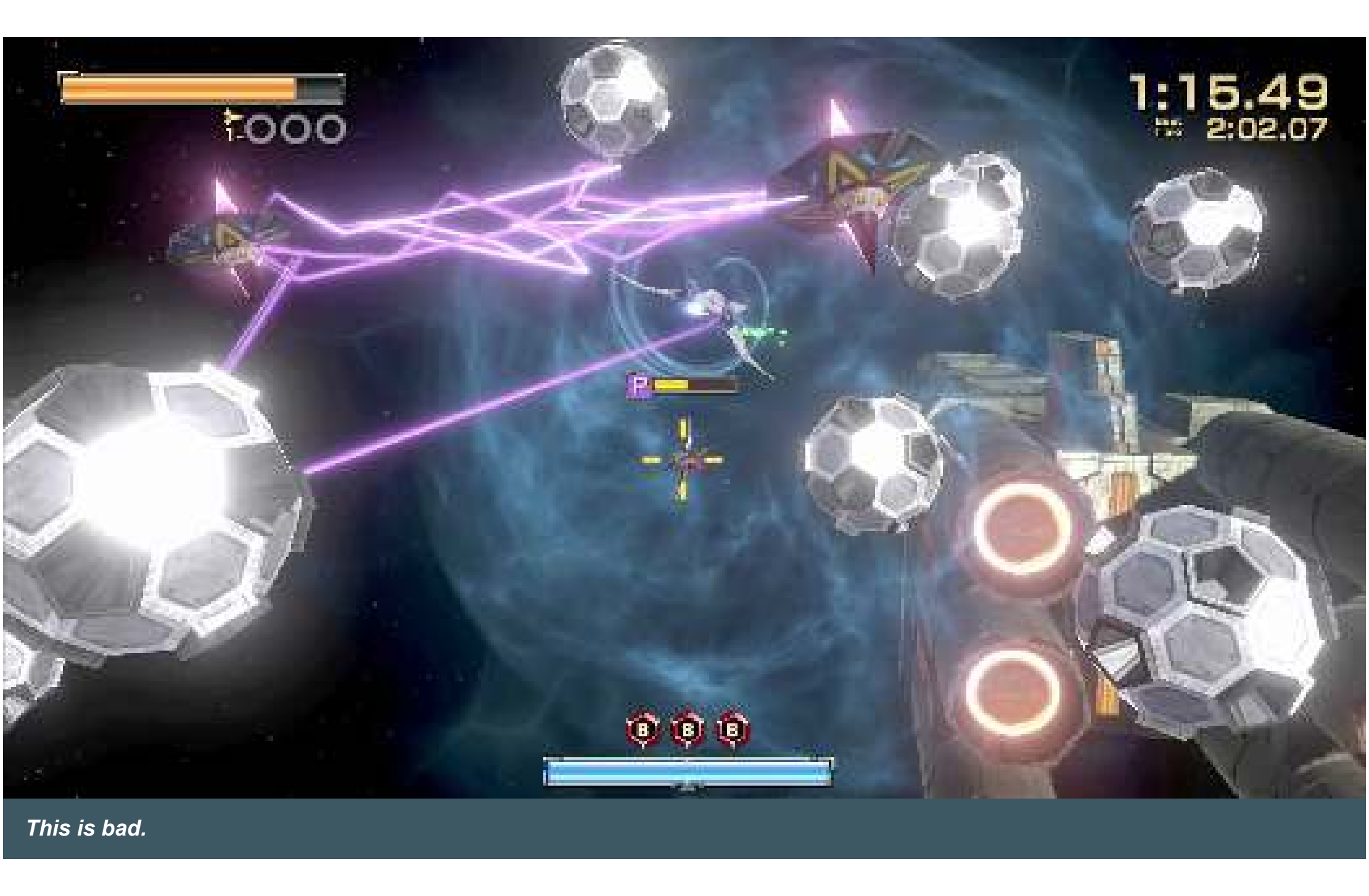
When you shoot one of the pair down, a gold ring is left behind in his place, a terrific find if your shield is dwindling down.

In addition to their usual dogfighting tricks, Star Wolf members here have special attacks they unleash when their shield gauges are getting low. You must be mindful of these rare abilities, since they can be devastating if you're not prepared. Once only one Star Wolf member is left flying, he uses a souped-up version of his special, doubling its firepower.

Helpfully, the vain members of Star Wolf announce their special maneuvers before performing them, giving you some warning. Focus view quickly shows them winding up their attack on top of their announcement.



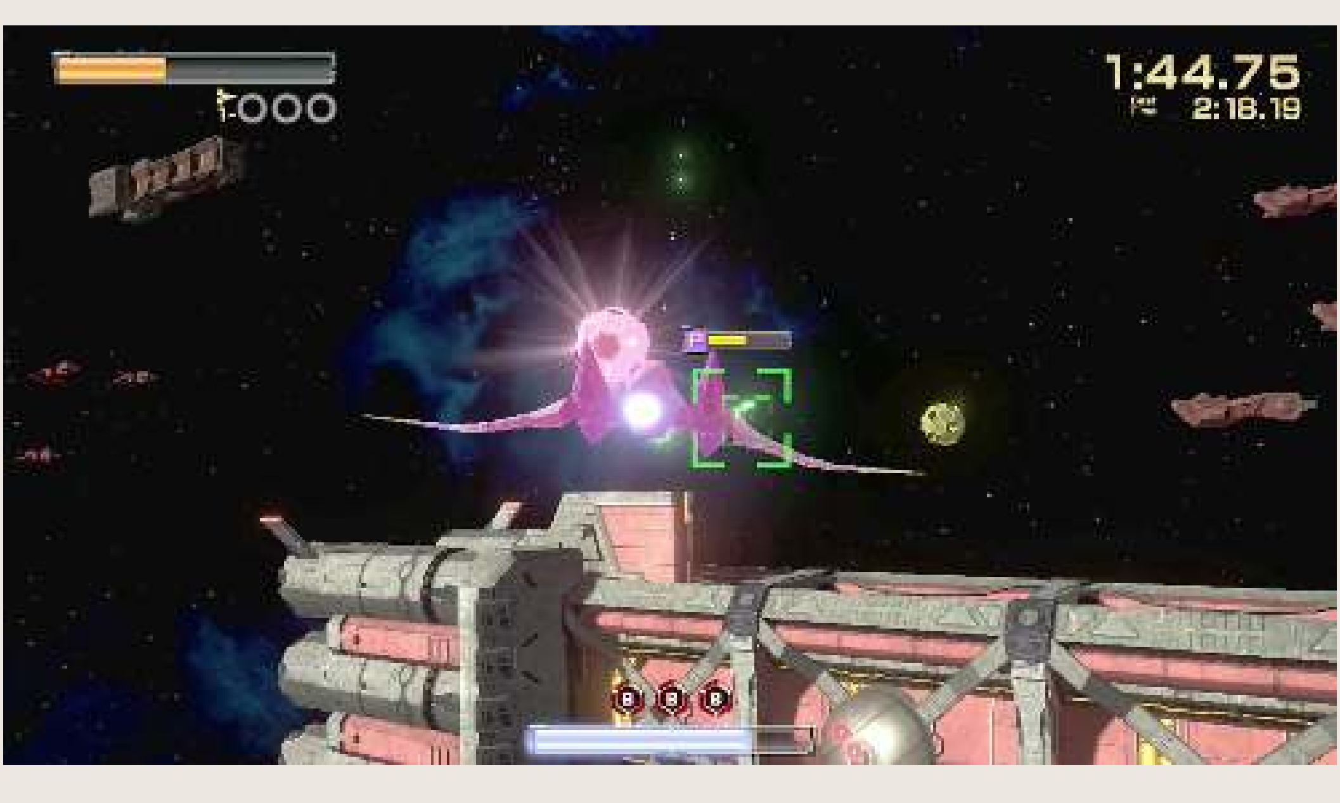




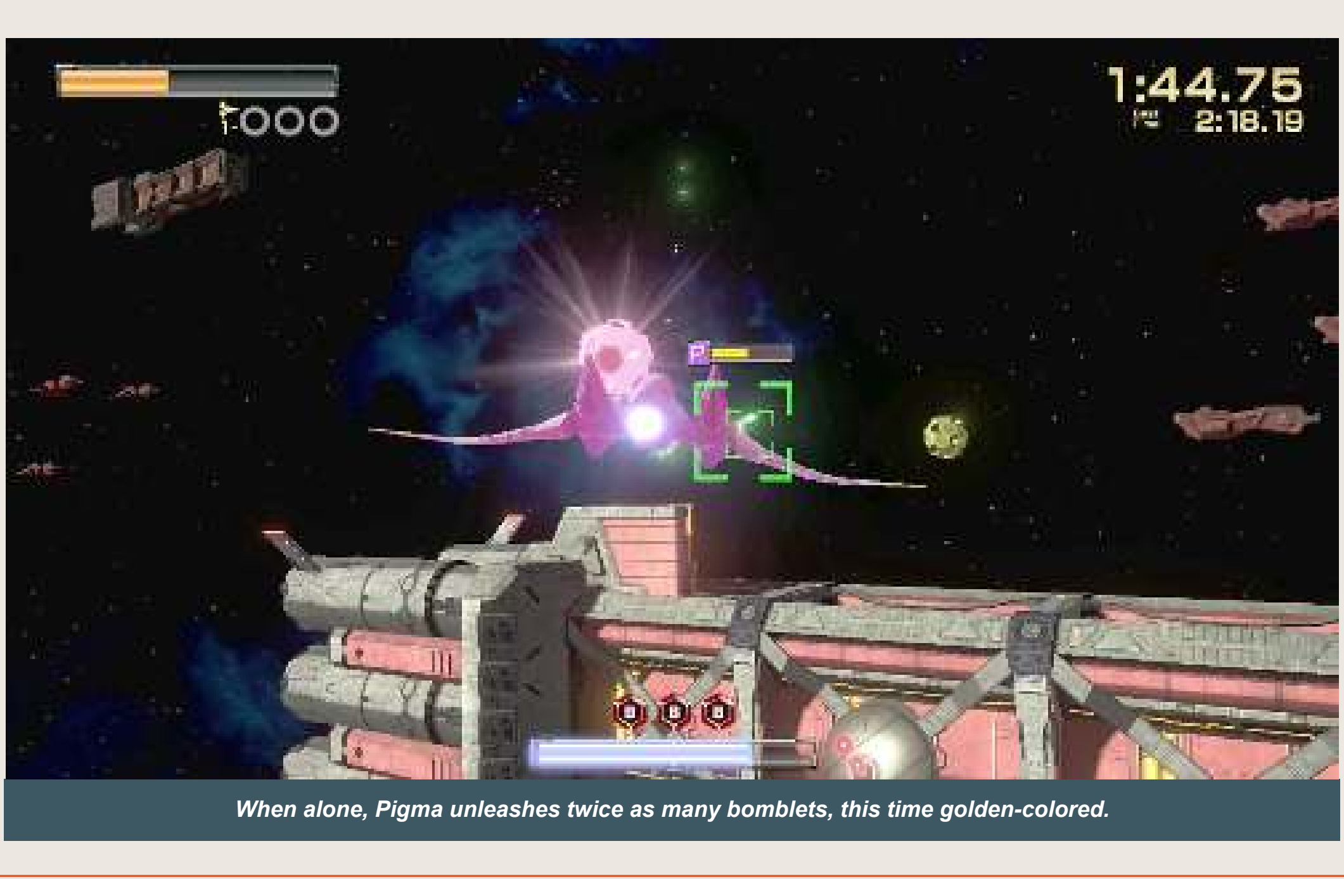
This is bad.

There are two scenarios that are really dangerous. The first is when you've whittled both Wolfen down to about 40 percent shield, but haven't wiped either one out. They both use their special attacks, and the space gets very clogged for Fox here. And the second dangerous period is when only one ace is left, so he'll be using his souped-up special move. In either case, make every shot count to push through the most dangerous period, while trying to stay aware of the locations of Pigma Bombs and Plasma Shields flitting about after you. If you saved bombs from Sector α, the times when Pigma and Andrew have power spikes is a splendid time to deploy them.

PIGMA BOMB

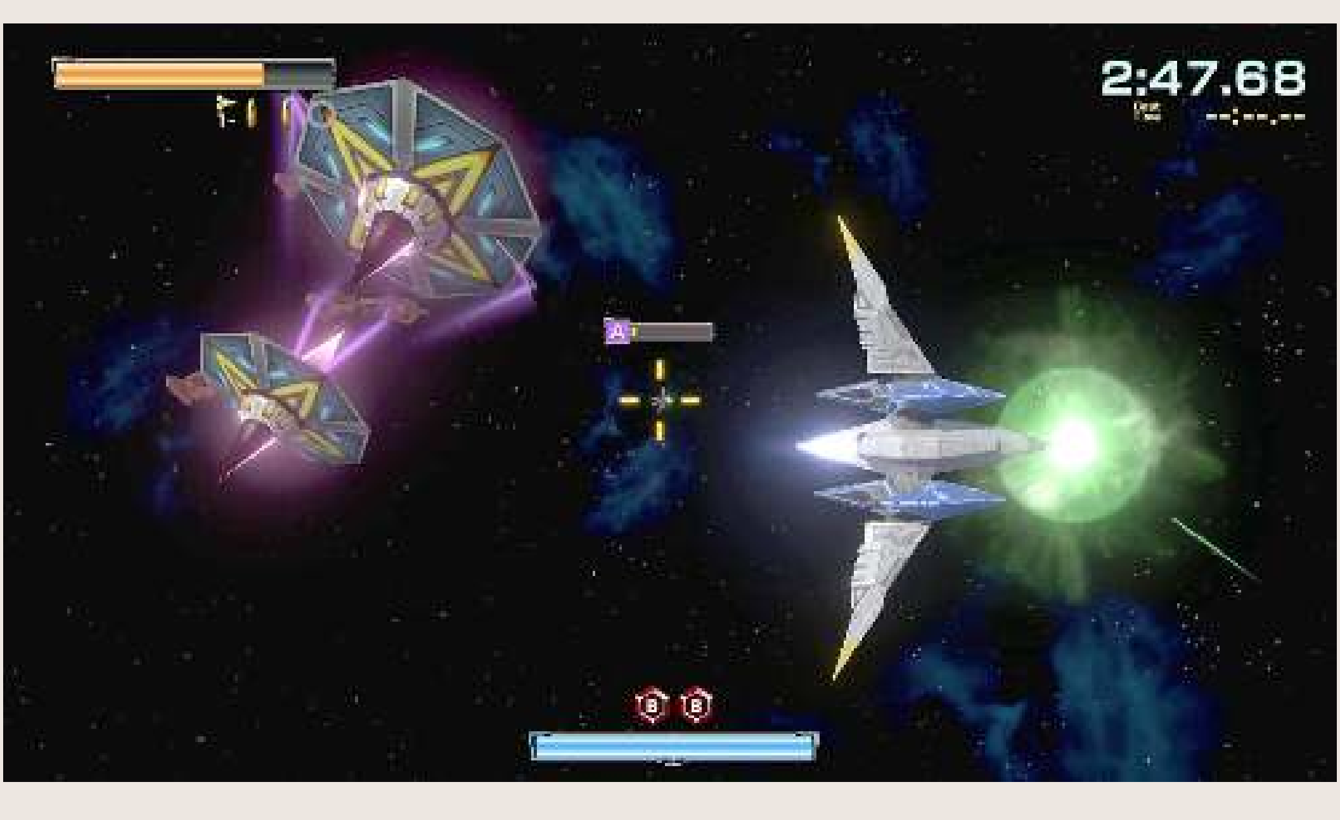


Pigma unleashes a cloud of bomblets, which track through space with some guidance. If you're flying quickly and erratically, they're unlikely to catch up with you. But if you hang around the same area, say banking or somersaulting and so on, they'll slowly creep up. If they manage to latch onto the Arwing, they explode and do serious damage. If a Pigma Bomb does attach to the Arwing, you can perform a barrel roll to shake it off as it's flashing pink and also temporarily repel any other nearby Pigma Bombs. Take extreme evasive action if you see them on your tail in focus view, and blast them to pieces if they're in your sights.

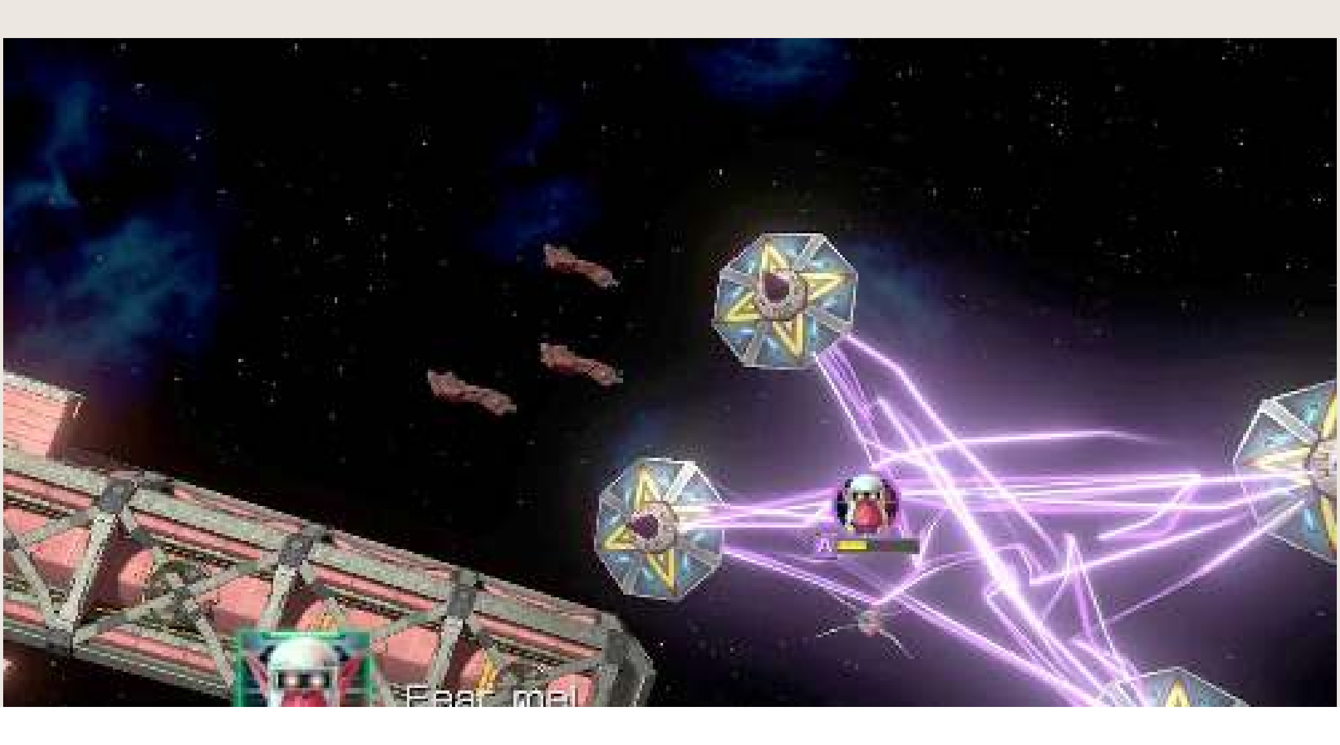


When alone, Pigma unleashes twice as many bomblets, this time golden-colored.

PLASMA SHIELD



Andrew deploys two small drones, like some Mambo drones without their spindles, which travel together, slightly apart, while generating an arcing electrical field between them. These drone pairs try to clothesline the Arwing with the dangerous current. They're also a bit more agile than the Pigma Bombs, and are not so easily shaken simply by flying fast. These require a little bit of attention to destroy, but taking out one of the pair will shut down the apparatus.



Andross's Army

Introduction

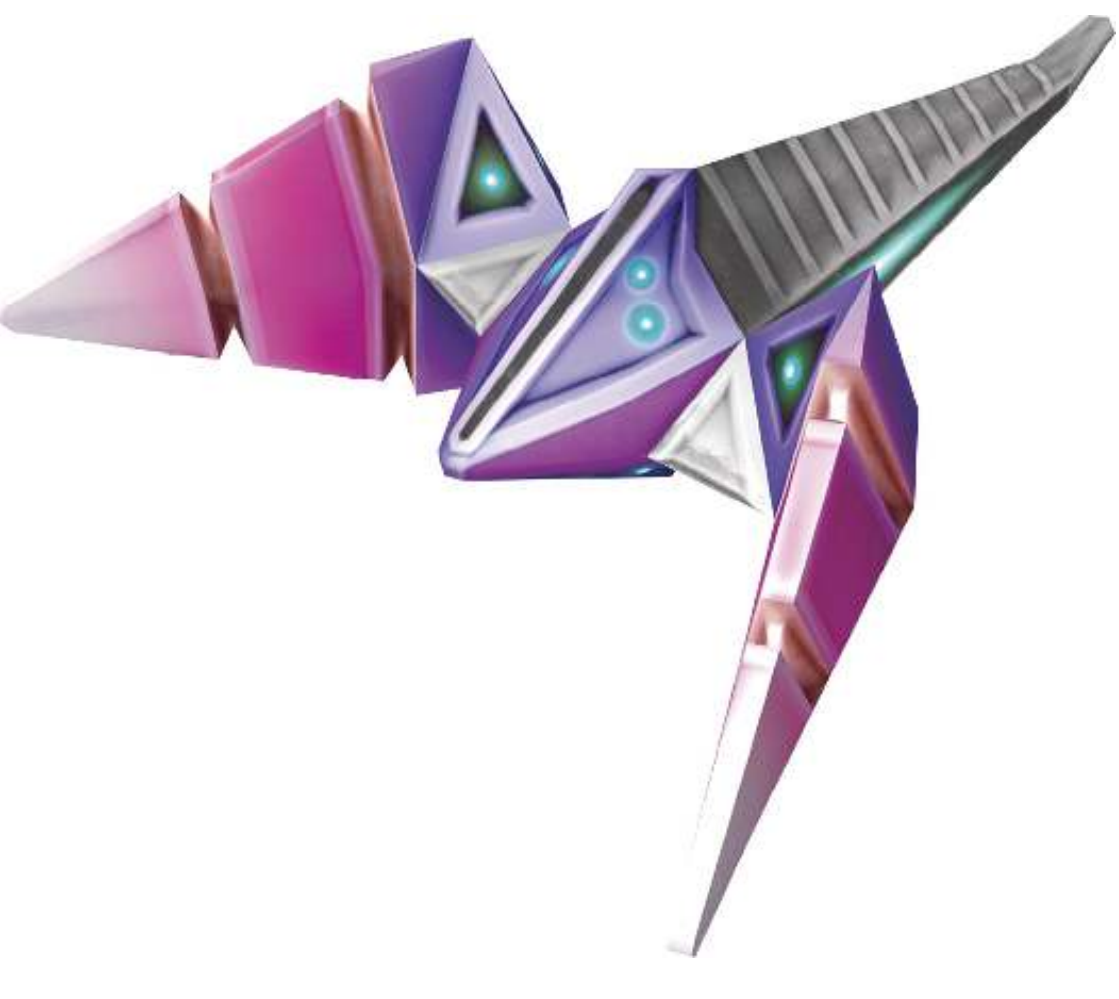
The evil mastermind spent years hiding on Venom, amassing his tremendous fighting force, before unleashing it on the Lylat system. As Star Fox Zero begins, invaders under Andross's command have spread to every planetary body in the system, including Corneria, seat of the solar system and Fox McCloud's home.

Andross's Army

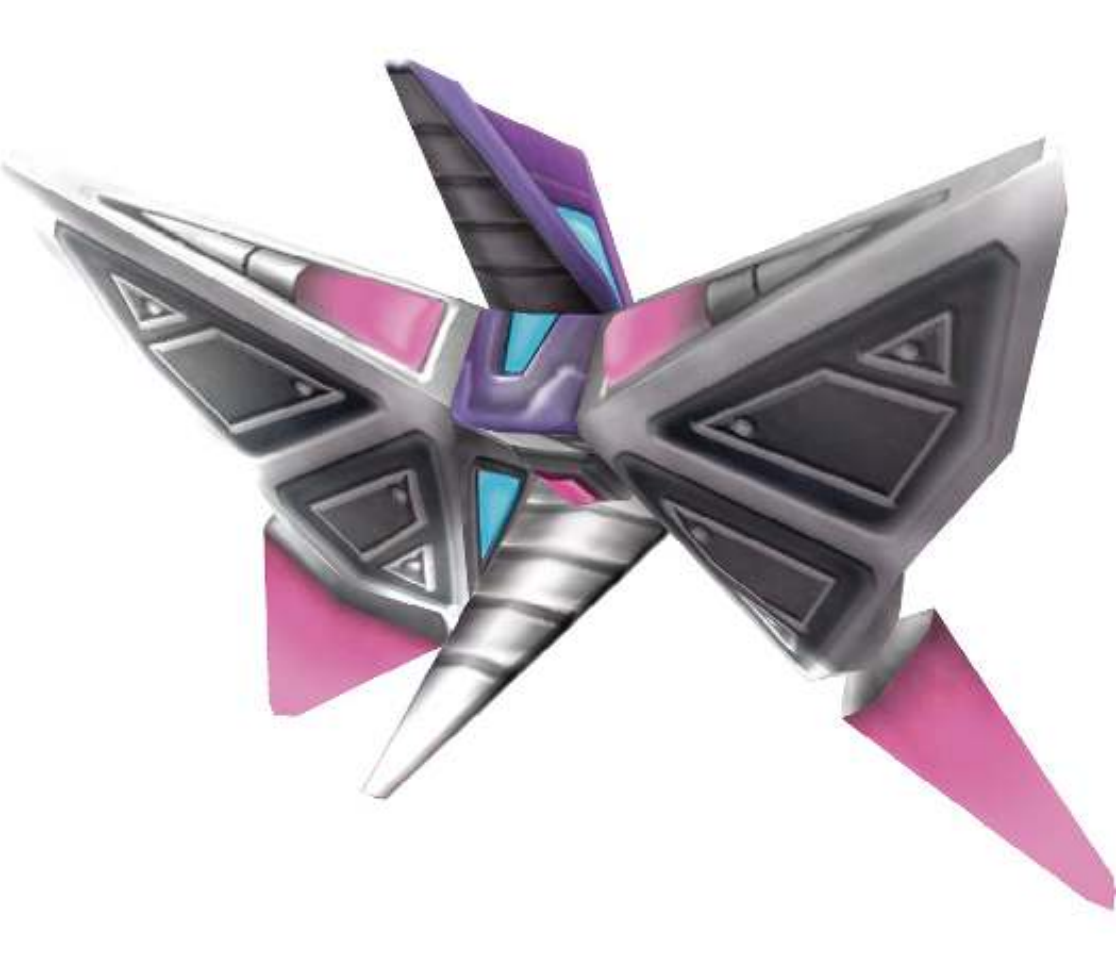
Andross's Air Force

Andross swept up each planet primarily through the use of overwhelming power in the air and in space. From the peskiest swarms of light drones to enormous space dreadnoughts, Andross has the numbers, the tech, and, with Star Wolf mercenaries, the pilots. Size and capabilities of Venom's air force run the gamut, from small jets at the low end to battleships like the agile Colby and the huge Granby, each capable of destroying any Cornerian cruisers they encounter.

ATTACKER I



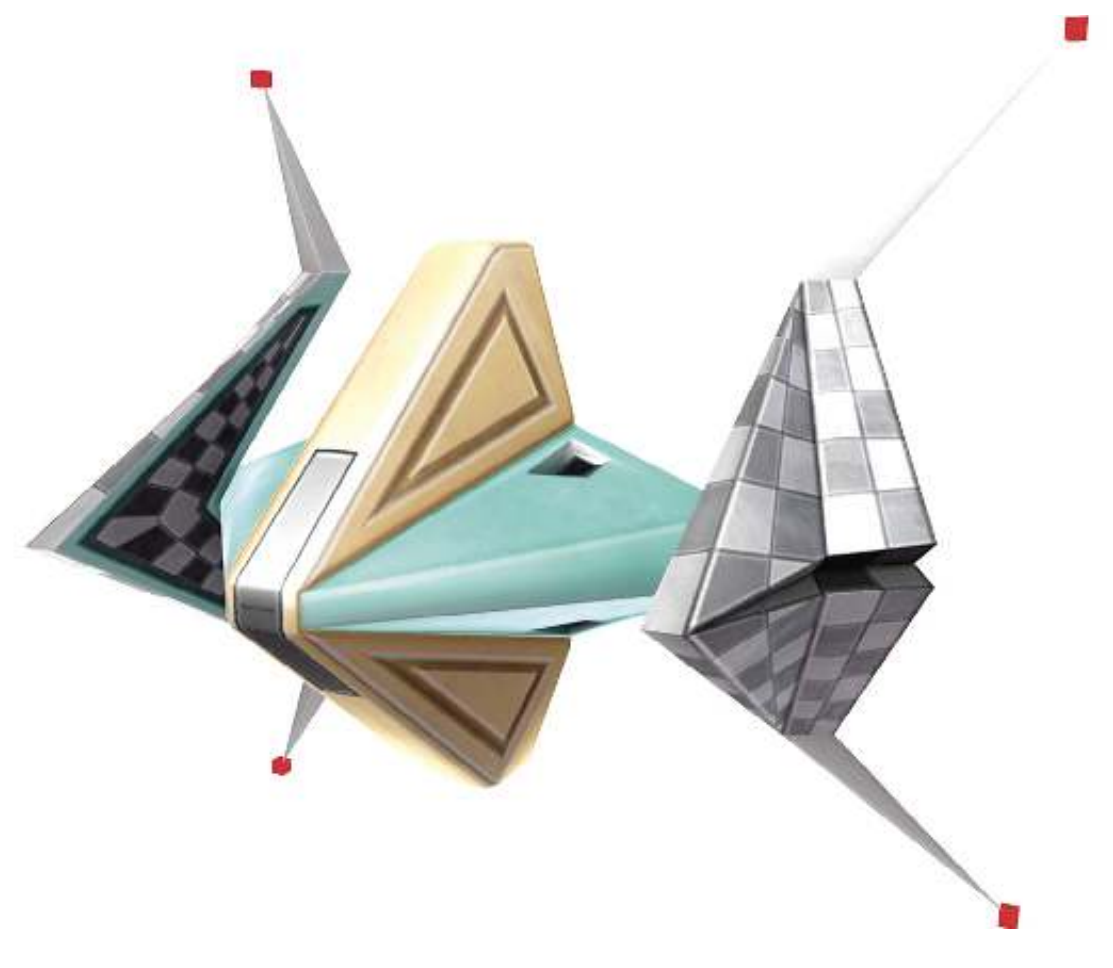
ATTACKER II



ATTACKER III

BIONICS I

BIONICS II



BUTTERFLY FIGHTER

CHIRITORI MISSILE

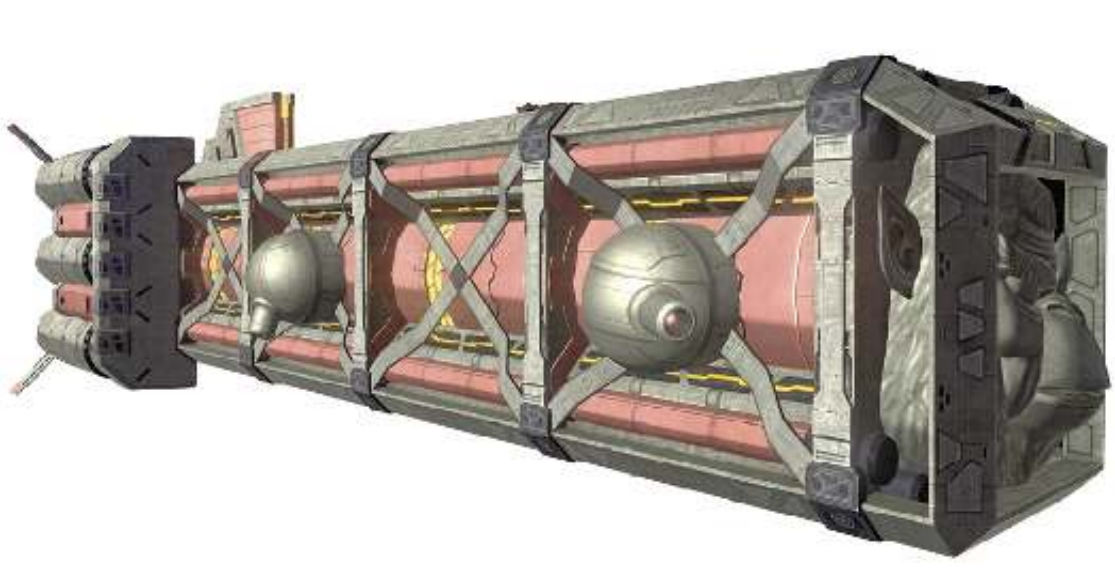
You can save yourself a lot of trouble, and nab a score bonus, by destroying Chiritori missiles in flight, before they split up into a bunch of scattering Chiritori drones.

COLBY

Colby ships are extremely powerful, but not very well-armored. Boost into range and unload with focused laser fire and you should eliminate Colbys before they can wreak much havoc among friendly fleets. Otherwise, just bomb them.

COMMANDER

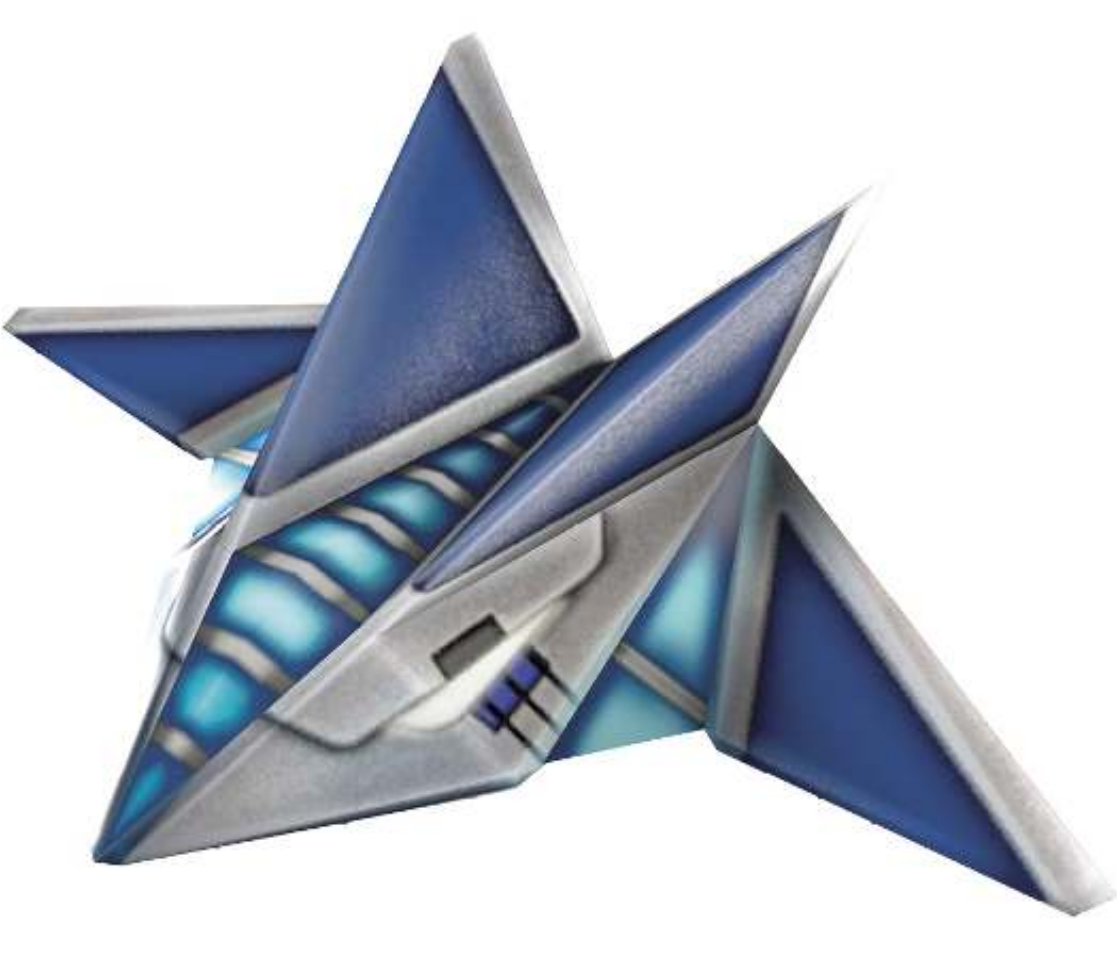
DORISBY



Huge, battering-ram-like Dorisby ships cannot be destroyed directly, but they often feature turret installations you can take out. These ships are also unfailingly escorted by smaller Androssian spacecraft.

DRAGON I

DRAGON II

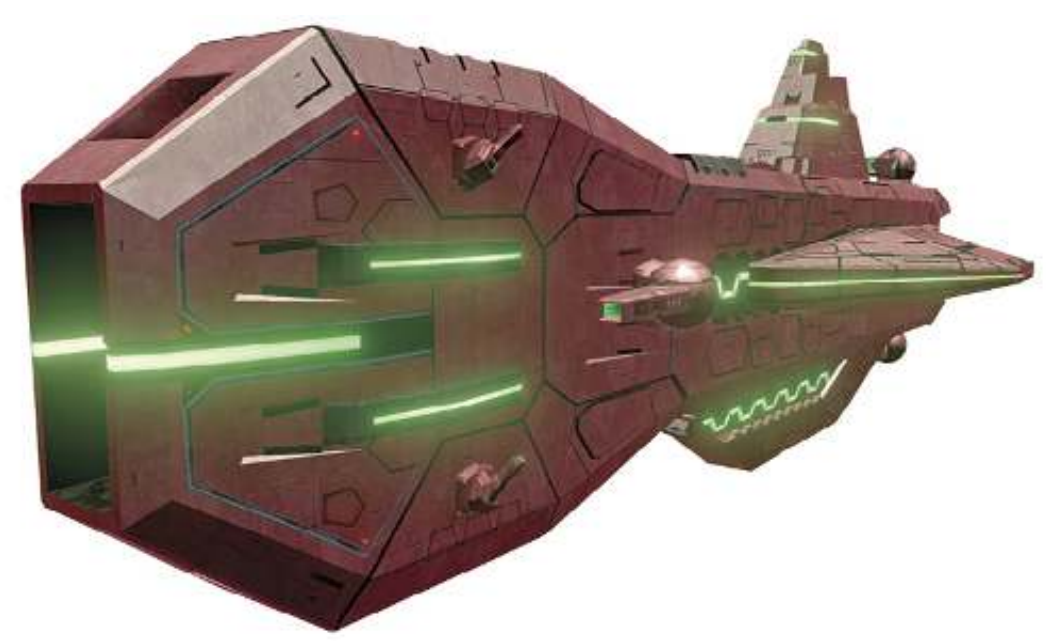


FLIP BOT

GAMMA OFF

GAMMA ON

GRANBY

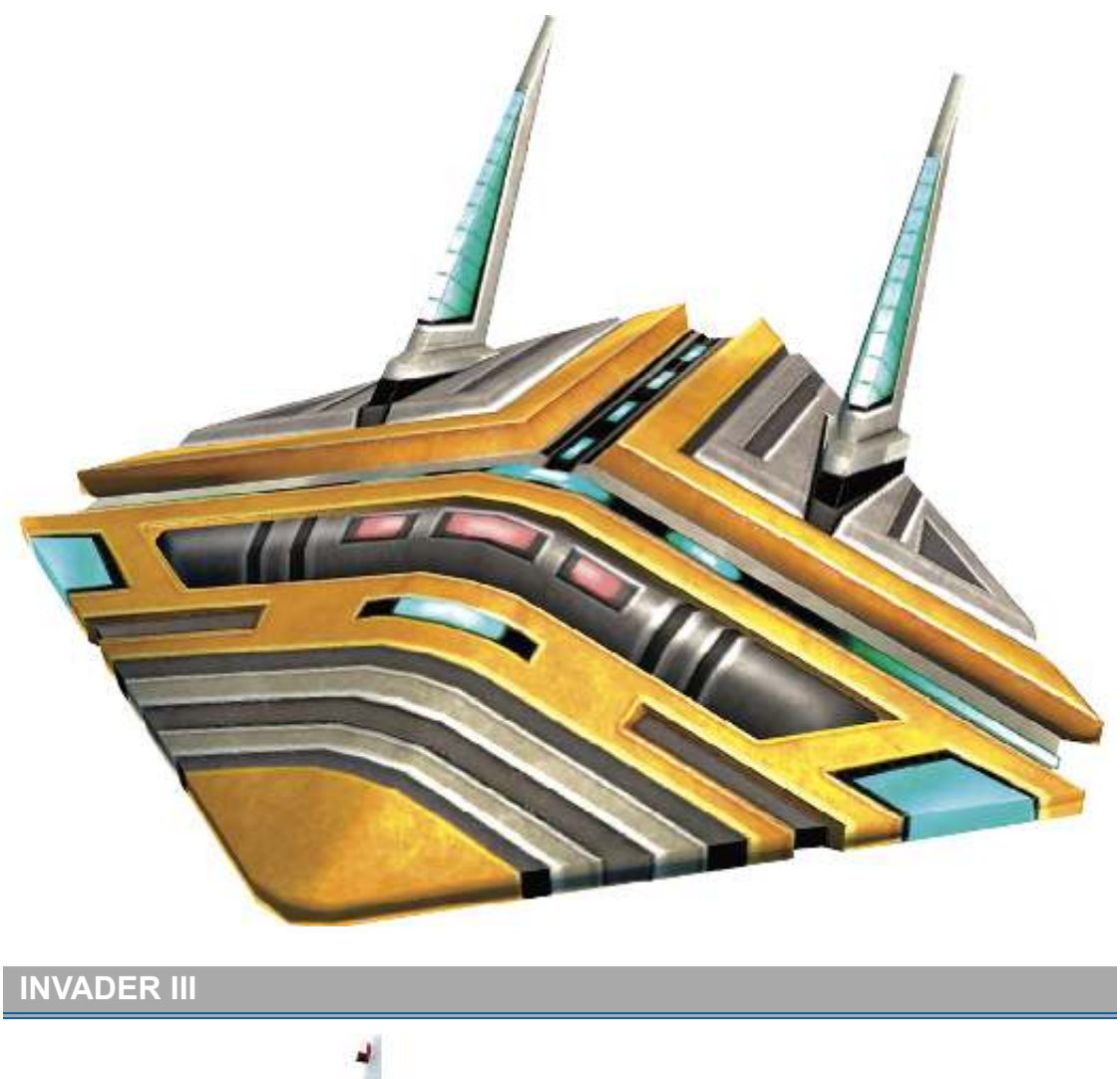


Granby-class battleships are rare and deadly, equipped with staggering firepower and walled off from outside damage by a force field. Among Venom forces, the Granby is outclassed only by the Salvadora-class superdreadnought. The Granby's shield drops in places to allow its own salvos to exit, creating periodic opportunities for intrepid pilots to slip inside...

HOMING MISSILE

INVADER I

INVADER II



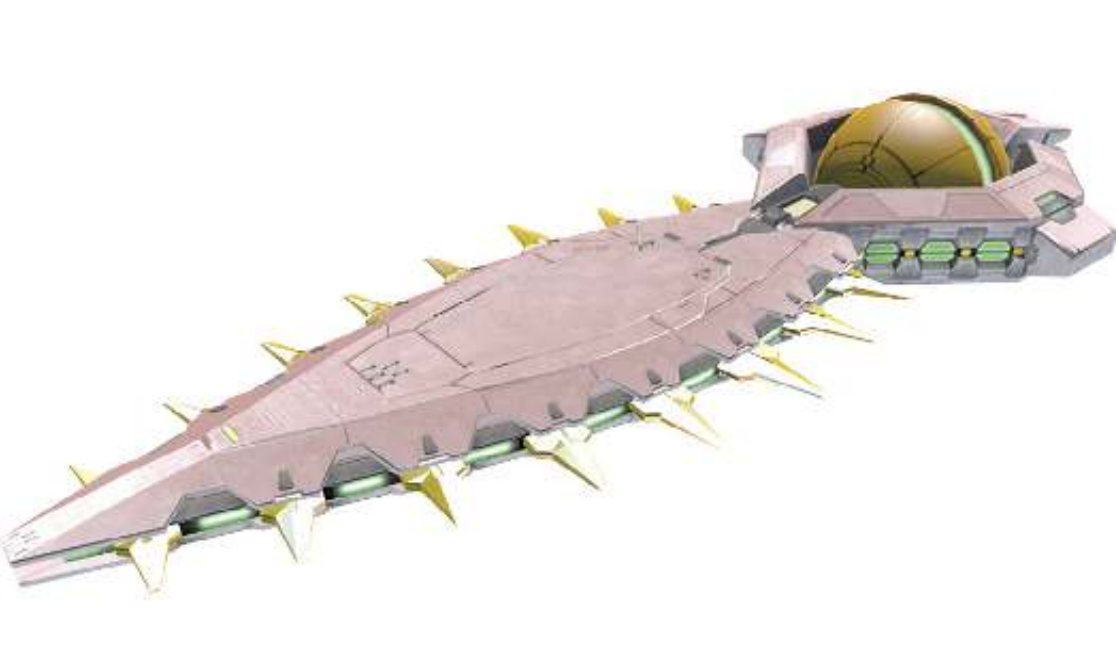
INVADER III

MAMBO I

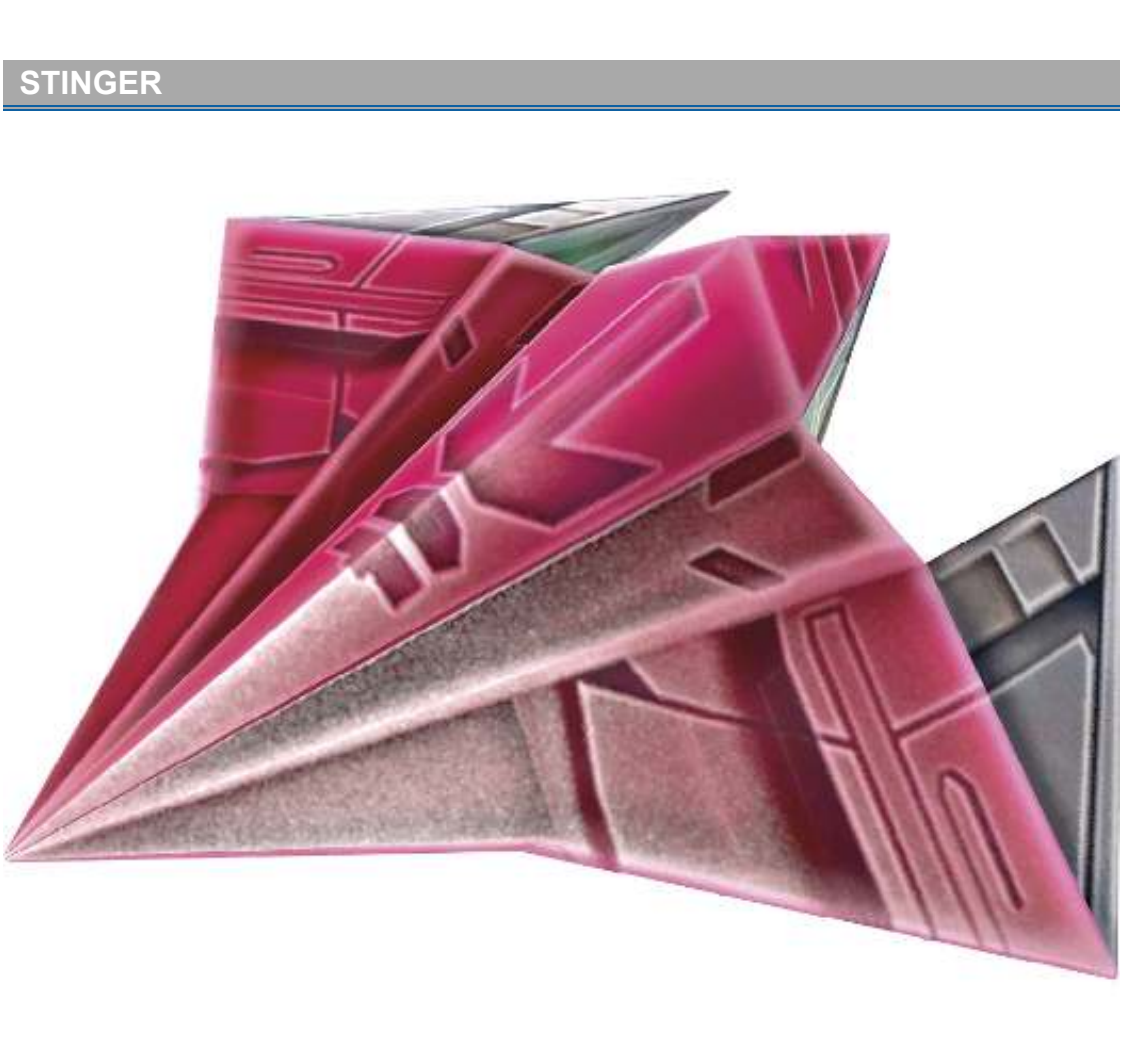
MAMBO II

MOLE MISSILE

SAWSHARK

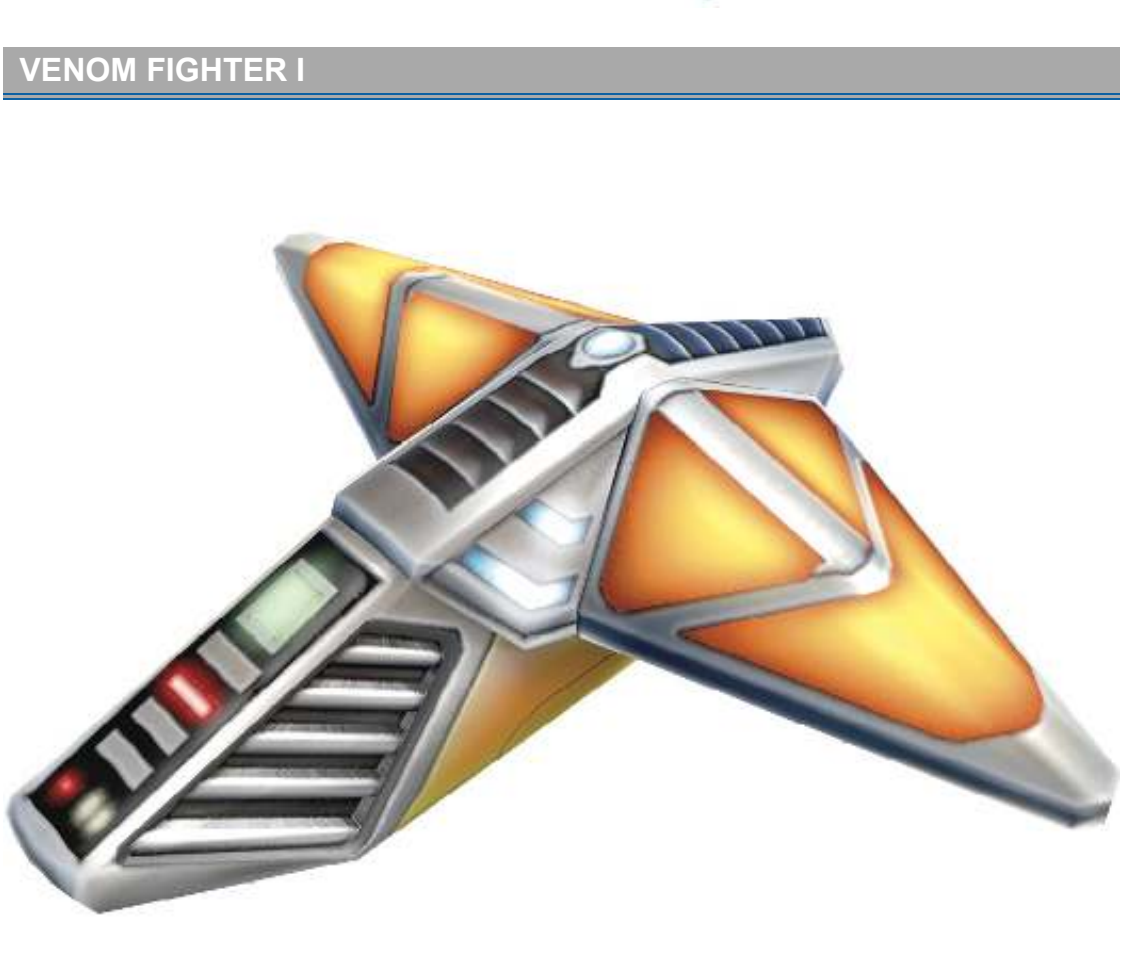


STINGER



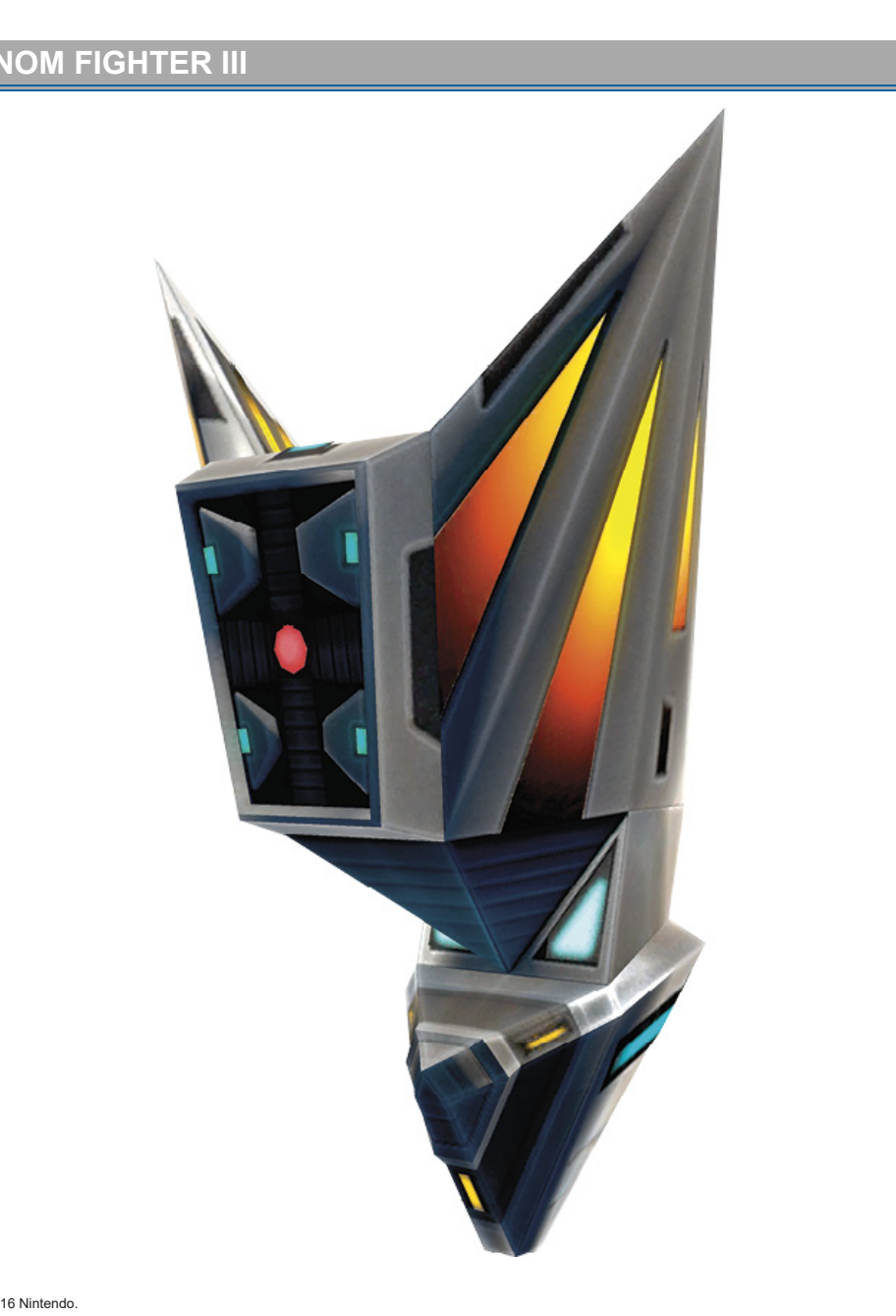
TRIVOLT

VENOM FIGHTER I



VENOM FIGHTER II

VENOM FIGHTER III



Andross's Army

Andross's Artillery

Andross also commands formidable land forces, tailor-made to invade Corneria by surprise.

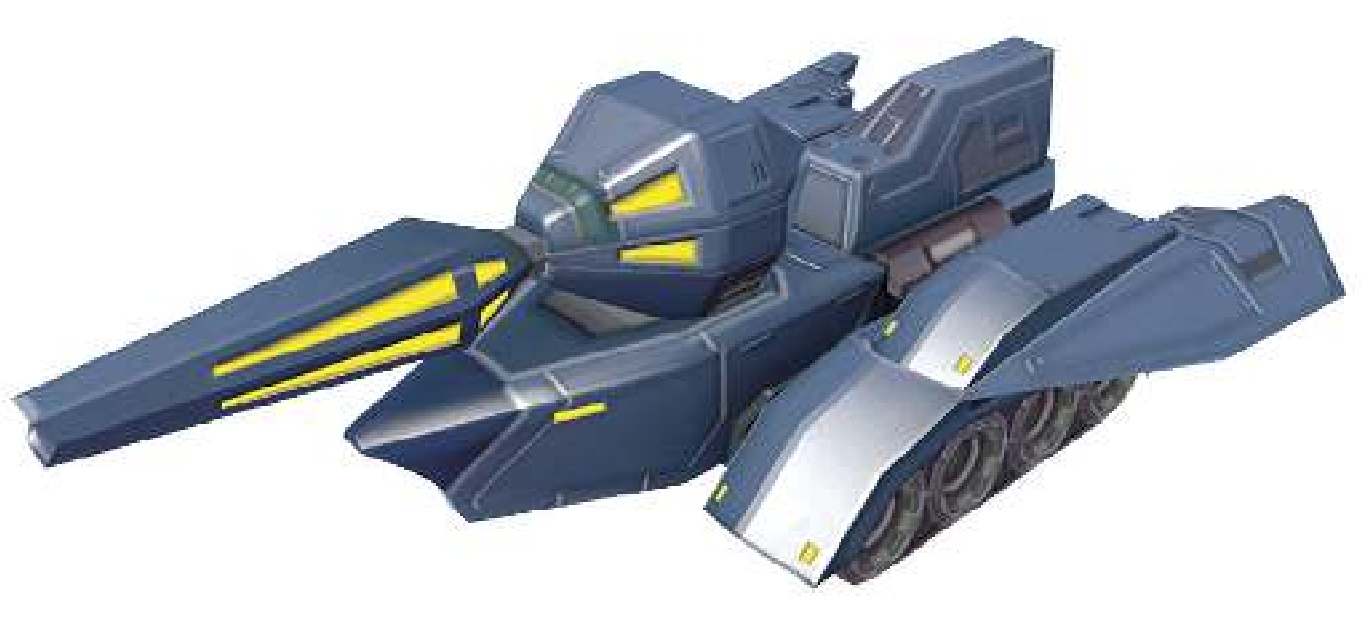
While you fly the Arwing, braking gives extra time to aim and destroy groups of ground forces before you overfly them. Land targets make more predictable prey than swooping air targets too, so you can dumb-fire charge shots or smart bombs to detonate near ground targets, without bothering to wait for a lock-on.

Turrets and other small surface-based installations can be dispatched with minimal damage from just about any source, but tank units will be quite a bit sturdier, so you won't be able to just unleash a charge shot near them and forget about it. Against stout ground targets, you can pre-charge a charge shot, achieve a lock, and fire, then chase it with laser fire for the finish. Otherwise, open with a steady laser stream on the hard target, organically building to the charge shot that'll finish it off.

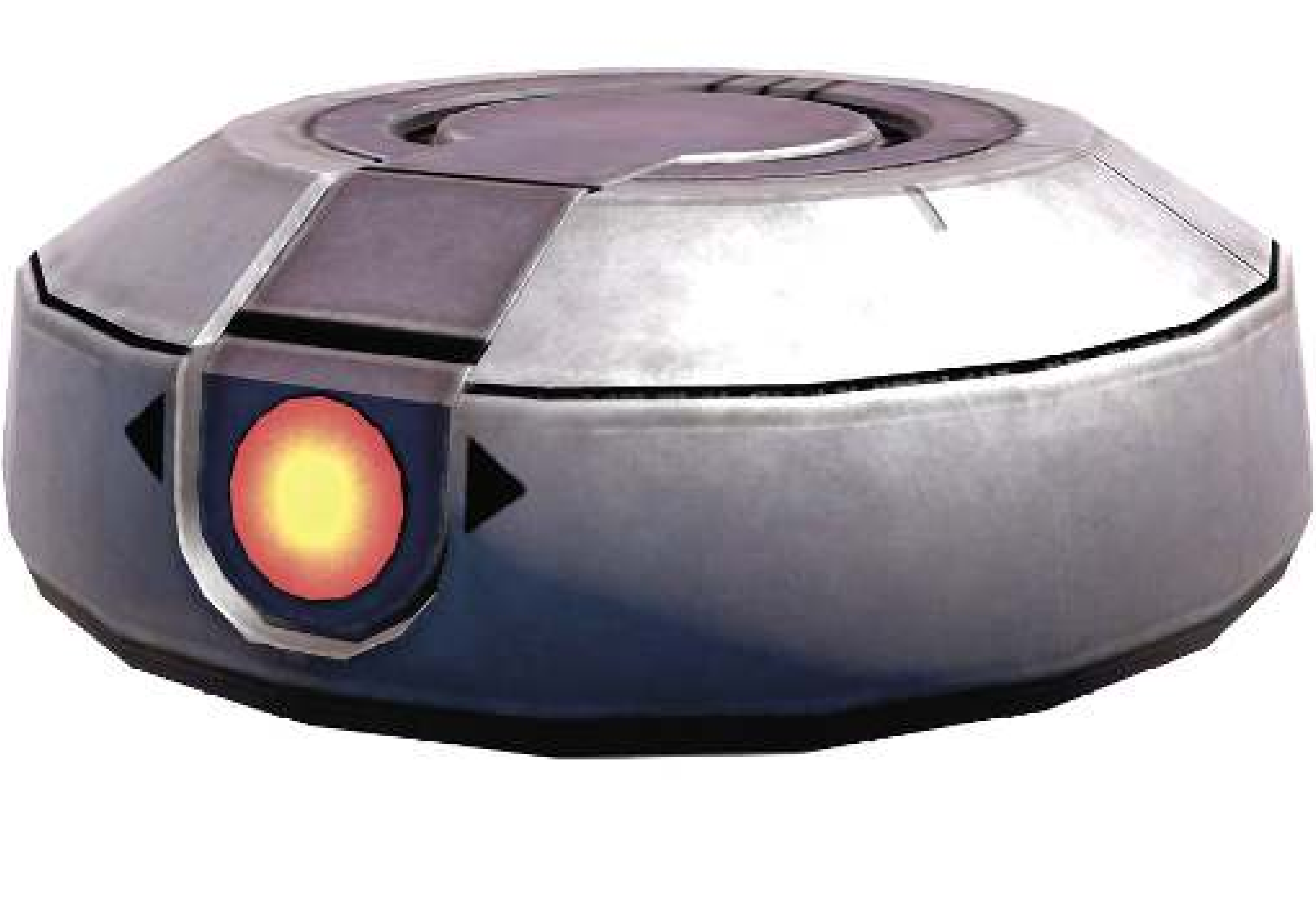
ALPACA TANK

These four-legged (and adorable) assault walkers are extremely well-armored, attended to by squads of low-flying jets and lumbering tanks, and equipped with a damaging heat ray that allows them to scorch anything in their field of view. They have some fairly big vulnerabilities in their design, though, including their defenselessness from the sides or back, and the exposed control terminal at the base of their necks.

BLUE TANK



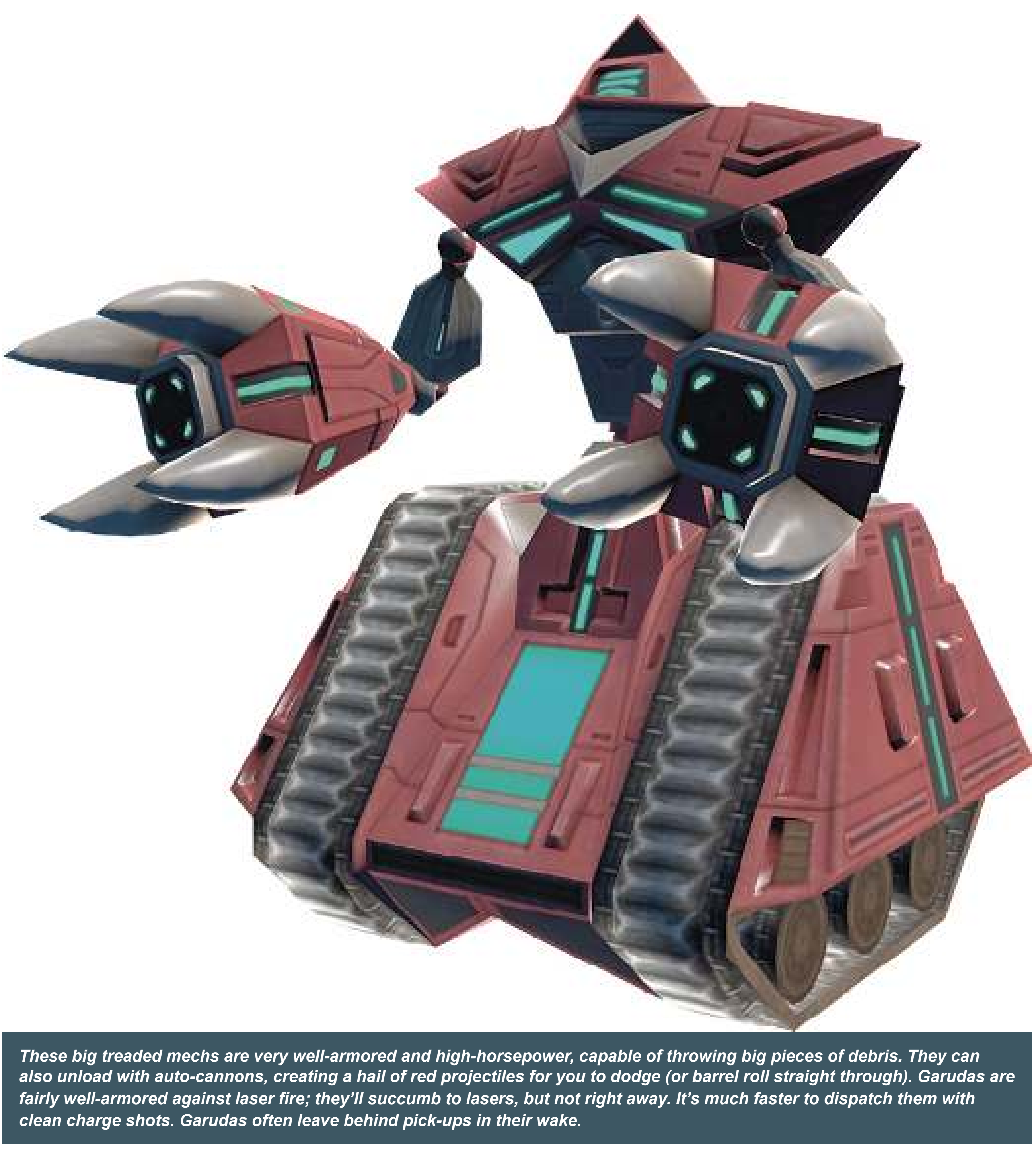
CHIRITORI



CRAB TANK

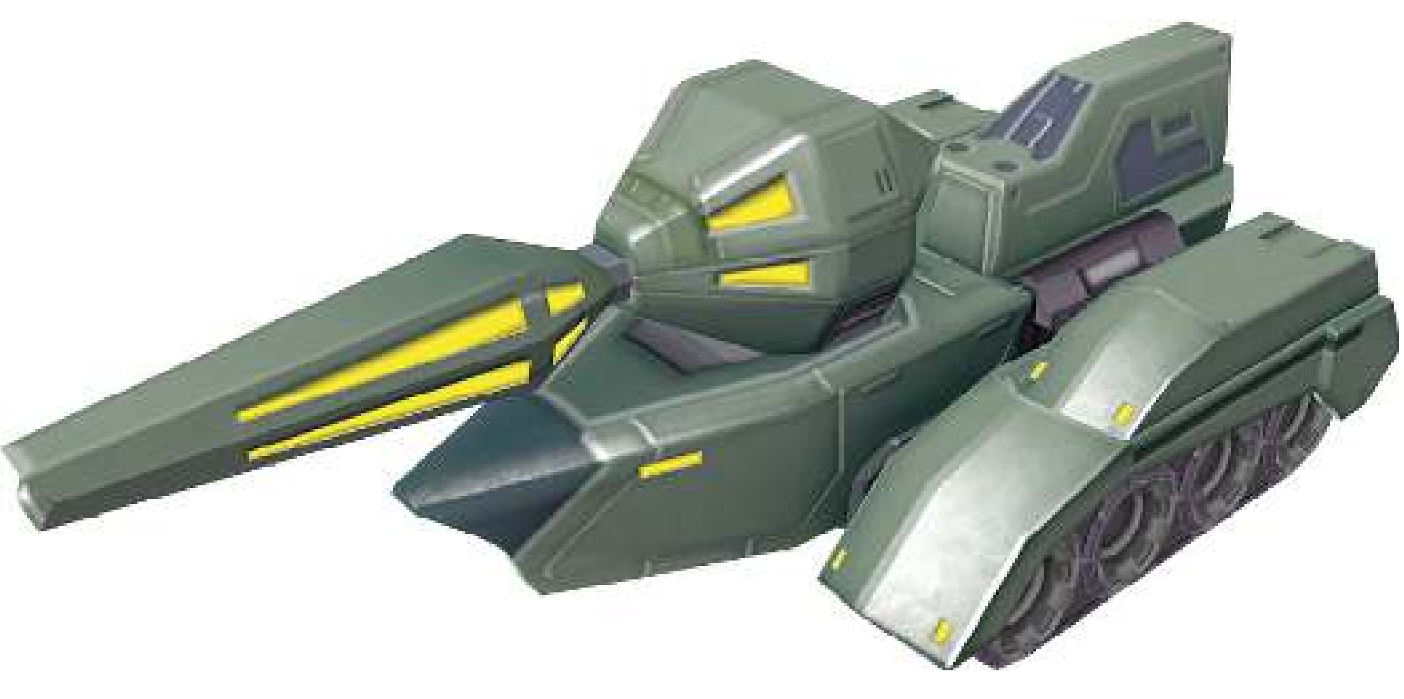
Crab Tanks are Strider drones with better armor and AI. Crab Tanks, like Striders, also have a vulnerable glowing red spot on their "abdomen," but once you start dealing damage here, they flip their orientation to protect it. Locked-on charge shots will attempt to correct high or low to zero-in on the vulnerable spot, but their success depends on your distance to the enemy walker. You can also simply shoot up or down into the vulnerable spot as necessary, firing from among the scampering spiderlegs, or down from above while flying/hovering.

GARUDA

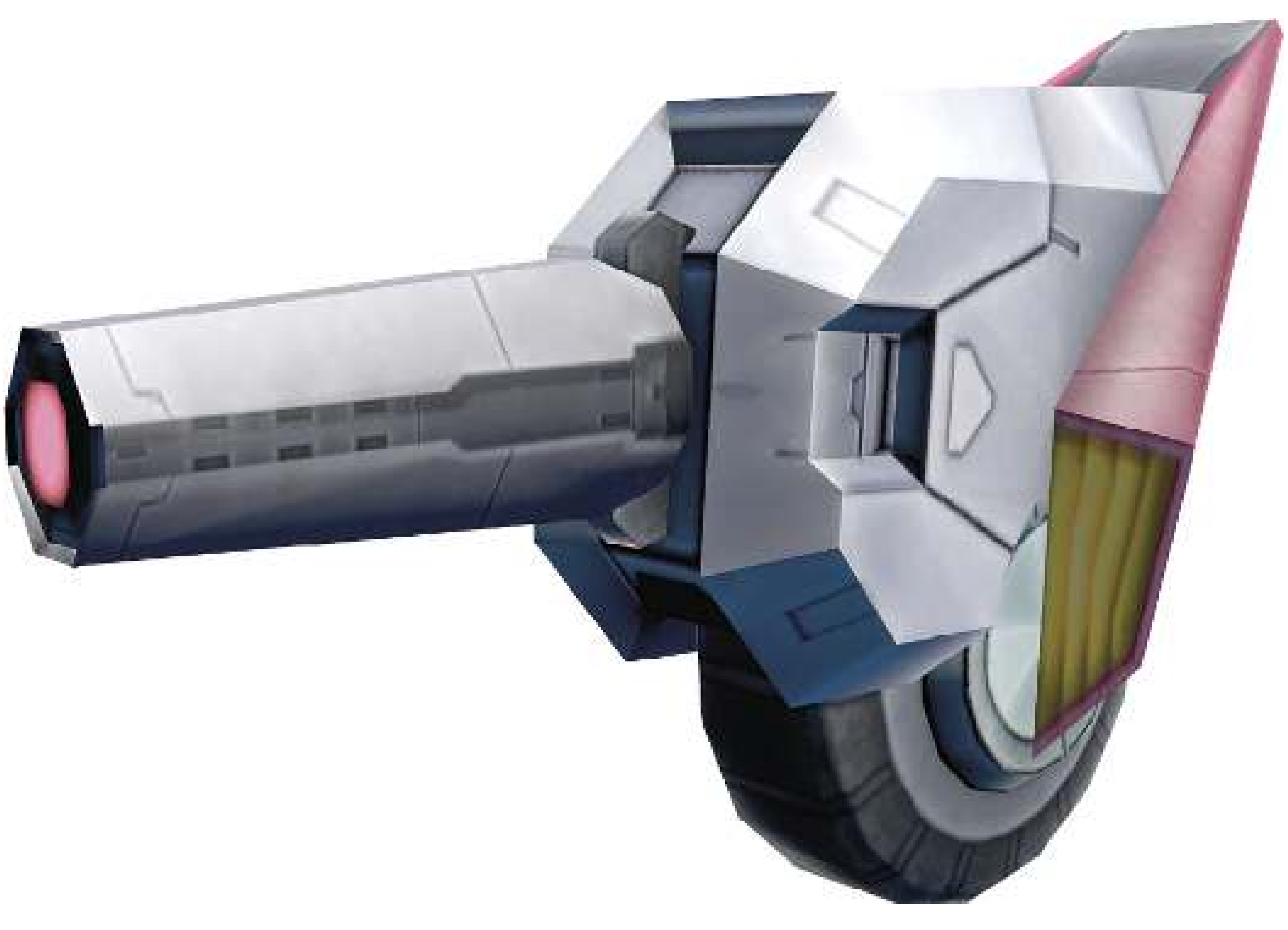


These big treaded mechs are very well-armored and high-horsepower, capable of throwing big pieces of debris. They can also unload with auto-cannons, creating a hail of red projectiles for you to dodge (or barrel roll straight through). Garudas are fairly well-armored against laser fire; they'll succumb to lasers, but not right away. It's much faster to dispatch them with clean charge shots. Garudas often leave behind pick-ups in their wake.

GREEN TANK



MONO-ROADER



RED TANK

Red, green, and blue tank units have much better armor plating than other minor ground units and require concentrated damage to destroy. They're also capable of slow flight, sort of like Star Fox's own Gravmaster, so you might find tanks in places that surprise you.

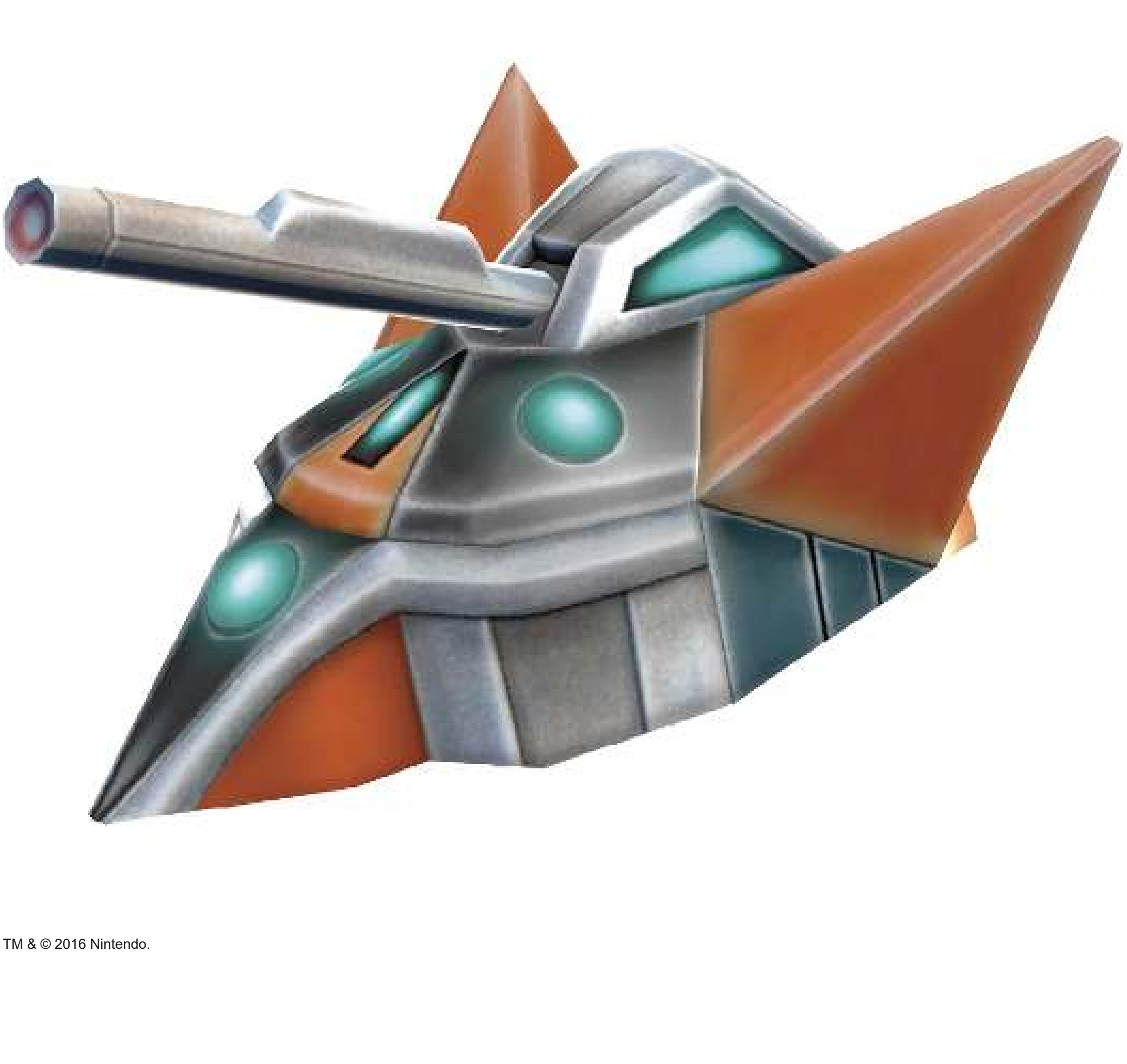
STRIDER

Strider bots can scurry over any surface, even straight up vertical tower walls. Their spindly legs and body are invincible, so only the glowing red center can sustain damage. This means you generally want to be on a plane above Striders, firing down into the center. If you're level with them somehow, it'll be hard (or impossible) to damage them until you gain altitude (or just decide to bomb them; the splash damage will hit the center). The Striders found in Corneria are part of Andross's advance forward, the tip of the spear. The Striders found on planets closer to Venom are sometimes tougher, more defensive units called Crab Tanks.

SUBMARAIDER

These aquatic gunships are piloted by droids that look alarmingly like evil versions of Direct-i. Taking out the droid itself, situated in the "captain's nest" at the back, will immediately disable the whole ship. The three rocket pods in front can also be targeted and destroyed individually. Once they've detected you, they'll fill the air with homing missiles until you dispatch them. They are partially submersible and you may come upon Submaraiders just below the surface, with their droid captains acting as periscopes poking through the water.

VENOM TANK



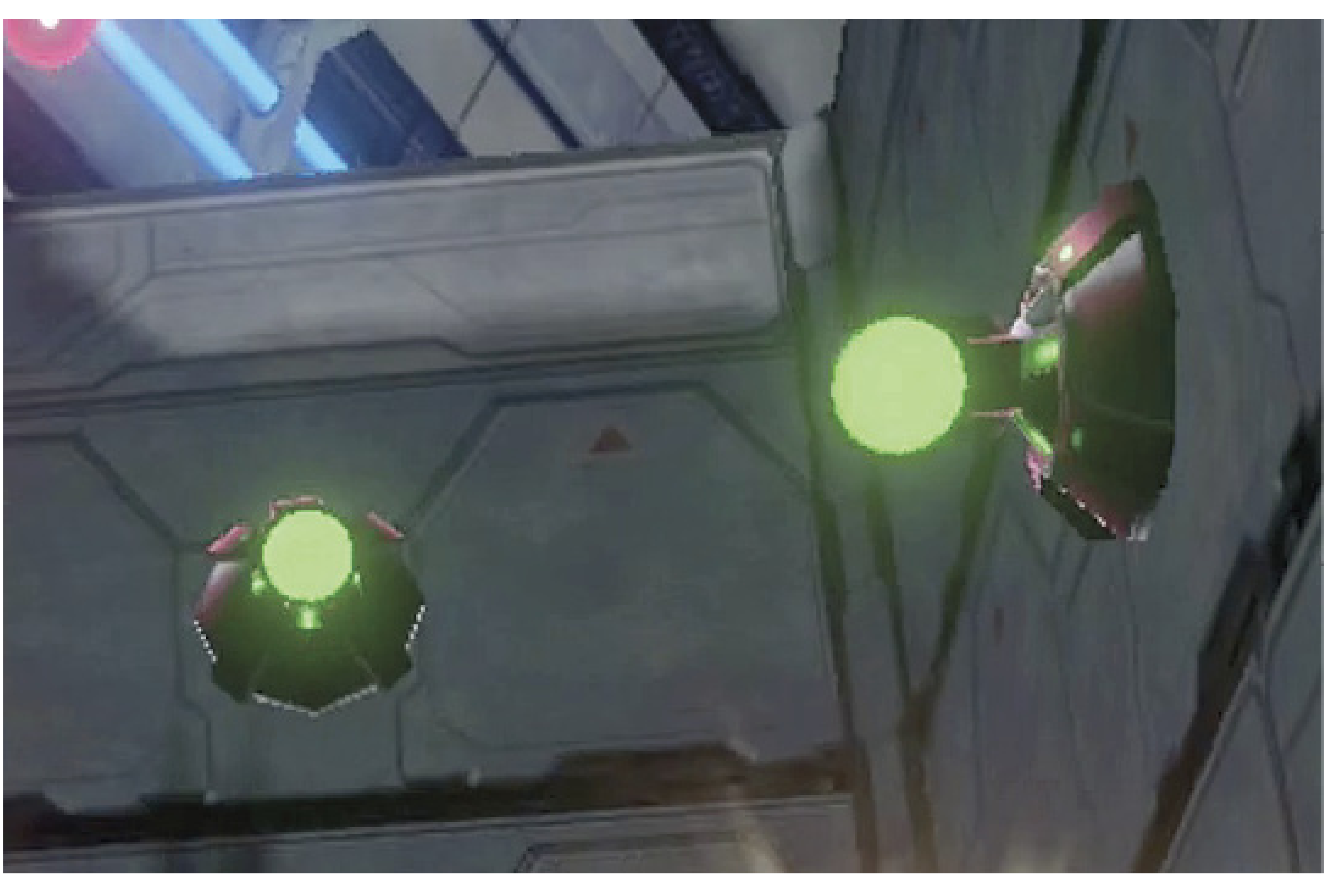
Andross's Army

Installations

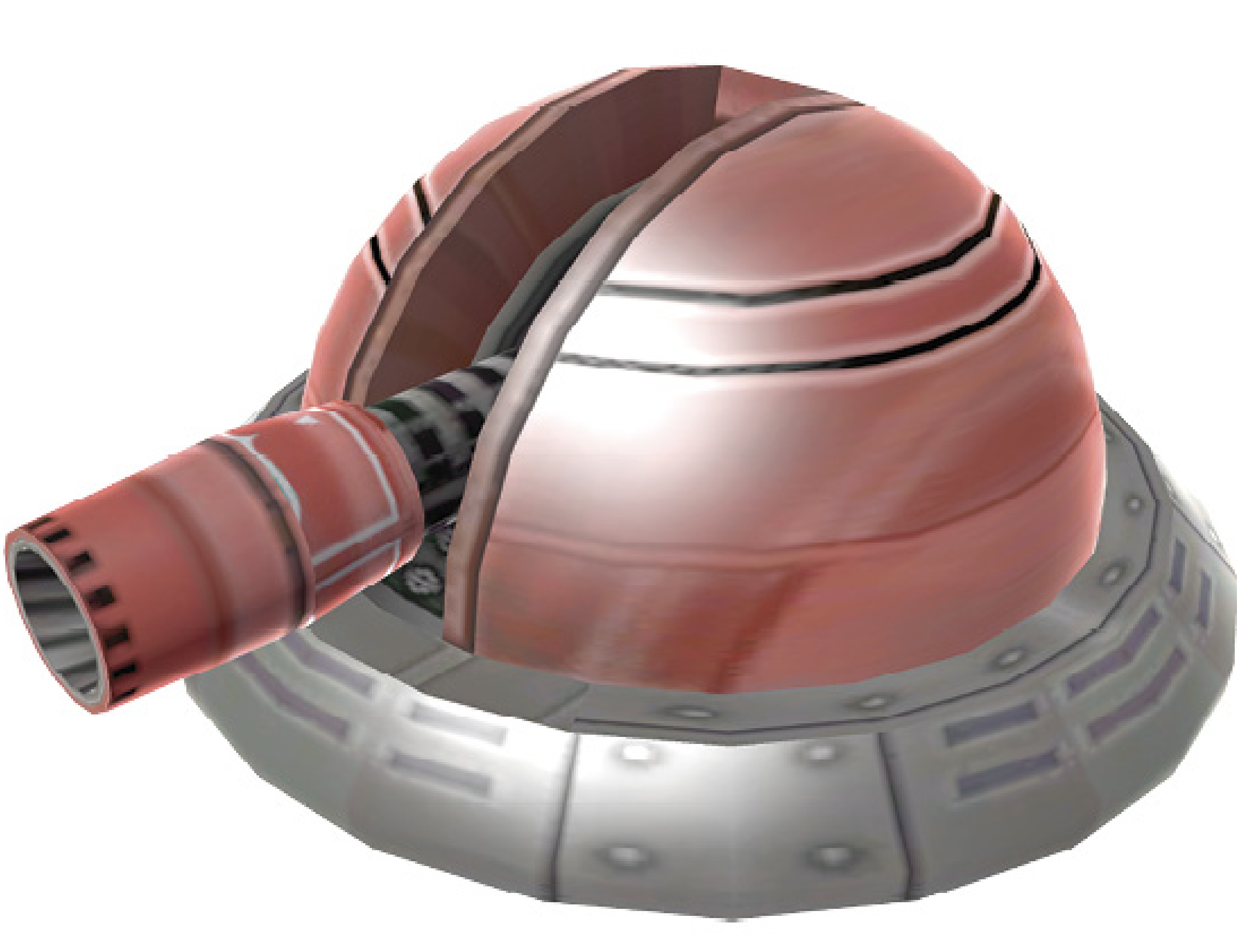
Whether on fixed installations (like buildings or ground) or on moving ones (like battleships), opposing forces have several kinds of turret projectile defenses. On some boss-type craft, the turrets are even the primary vulnerable point.

As targets, installations tend to present easier marks than other craft, if only because an enemy that can't move is awfully predictable when aiming. You can lock onto installations like other enemies, sure, but you can also use the GamePad cockpit view and fire off charge shots at unmoving targets as rapidly as you can cook them up. You can take out turrets with dumb-fired charge shots from farther away than when waiting to get within lock-on range, too.

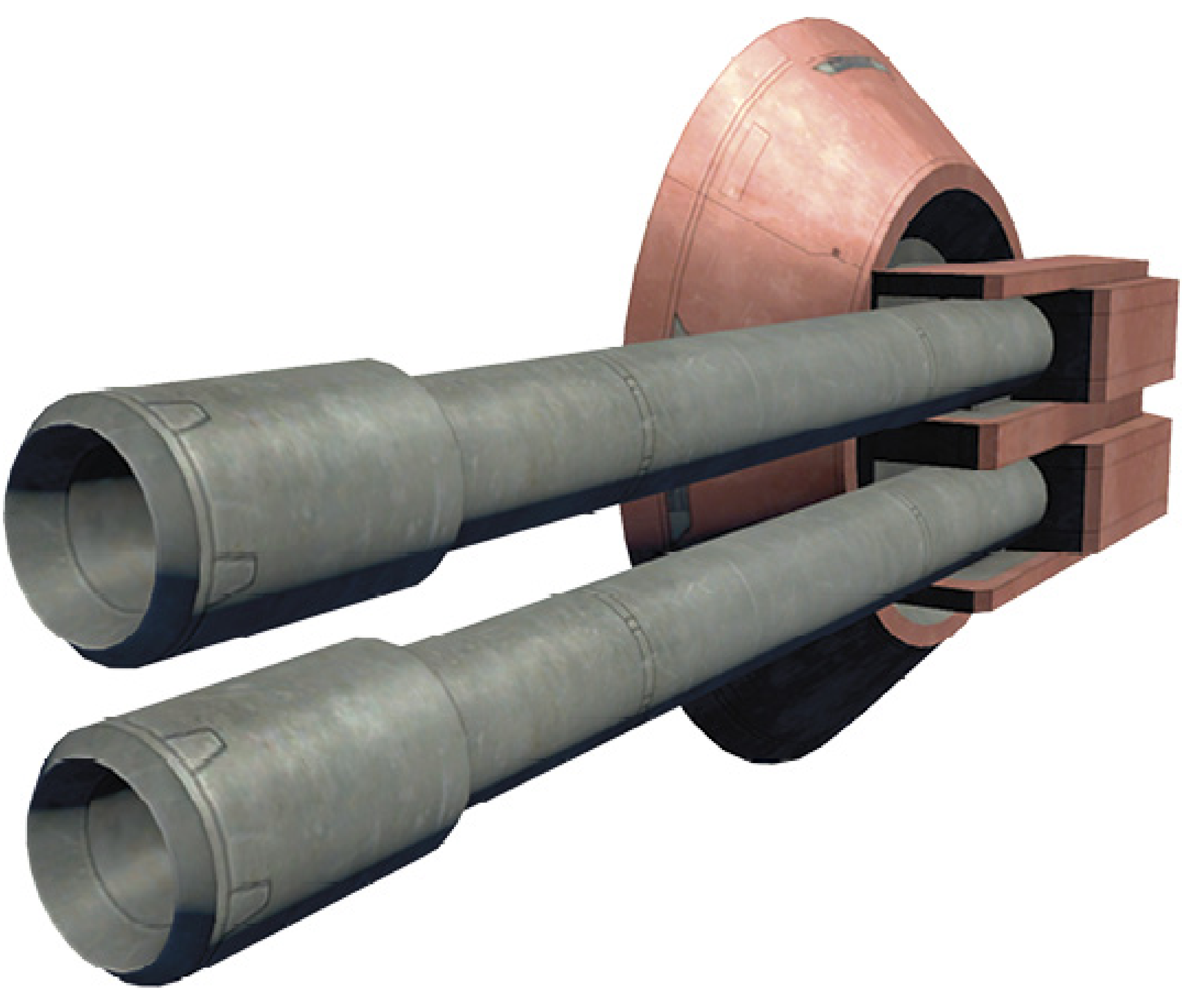
BARNACLE CANNON



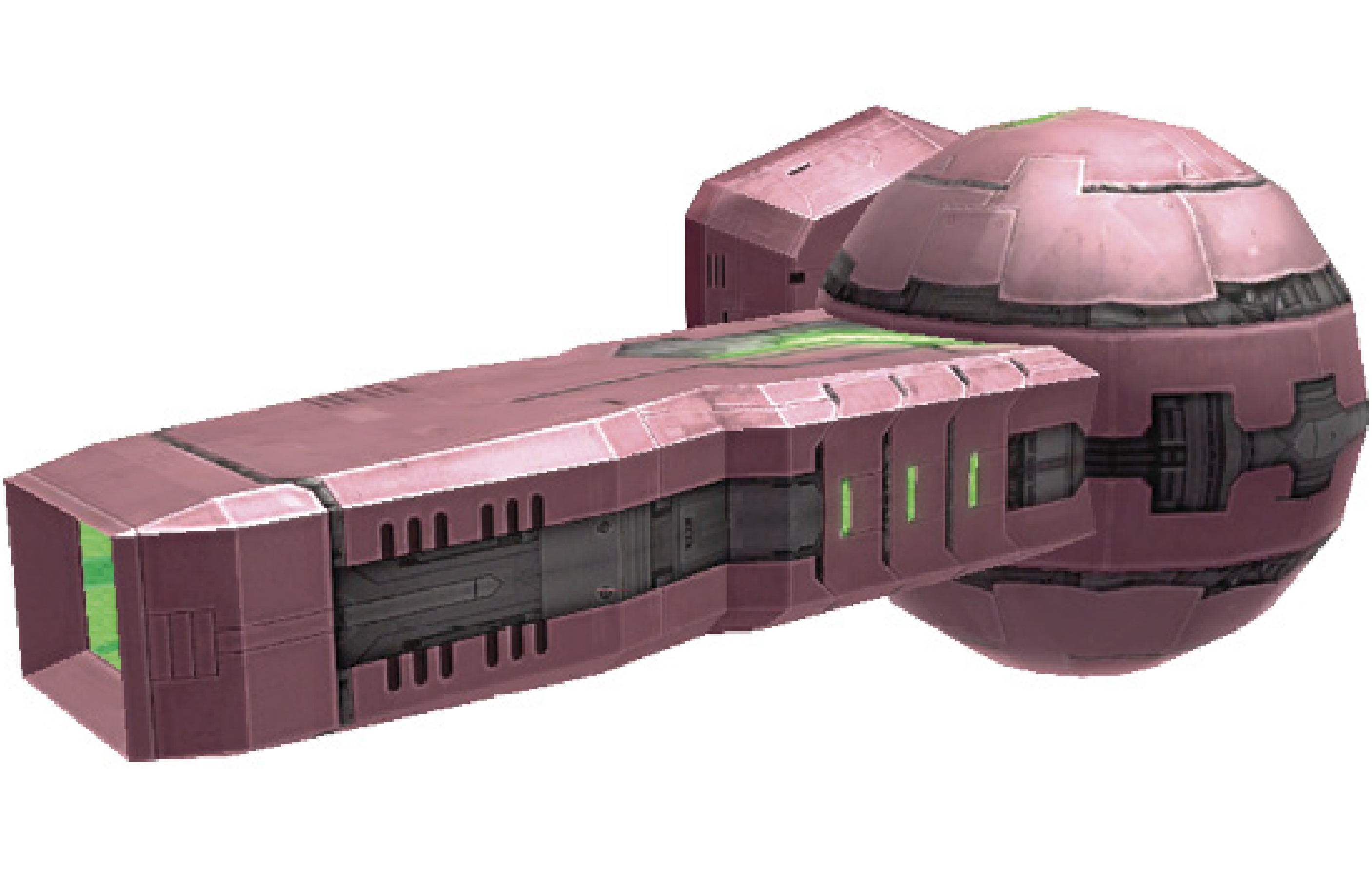
GUARD TURRET



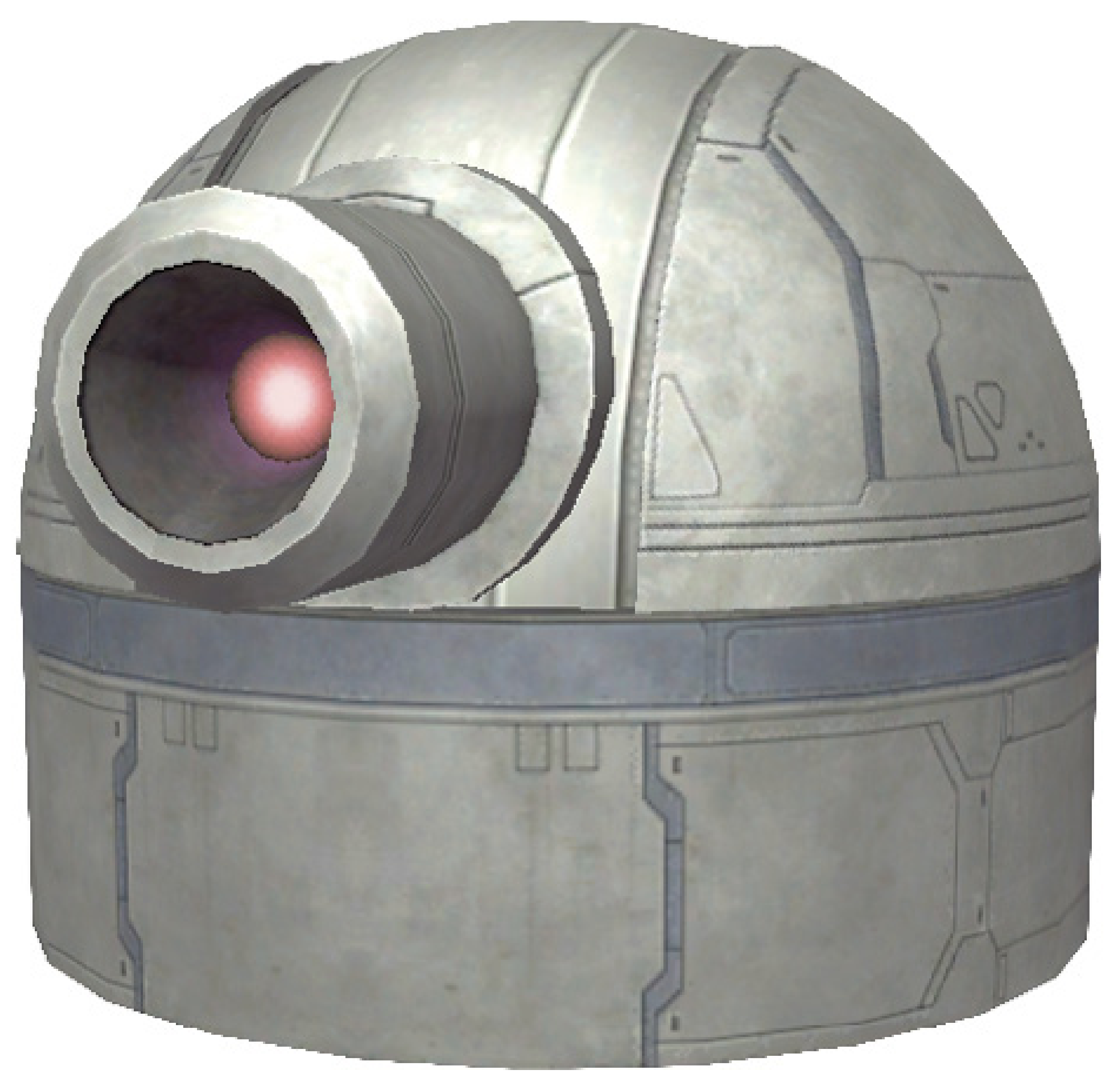
LASER CANNON



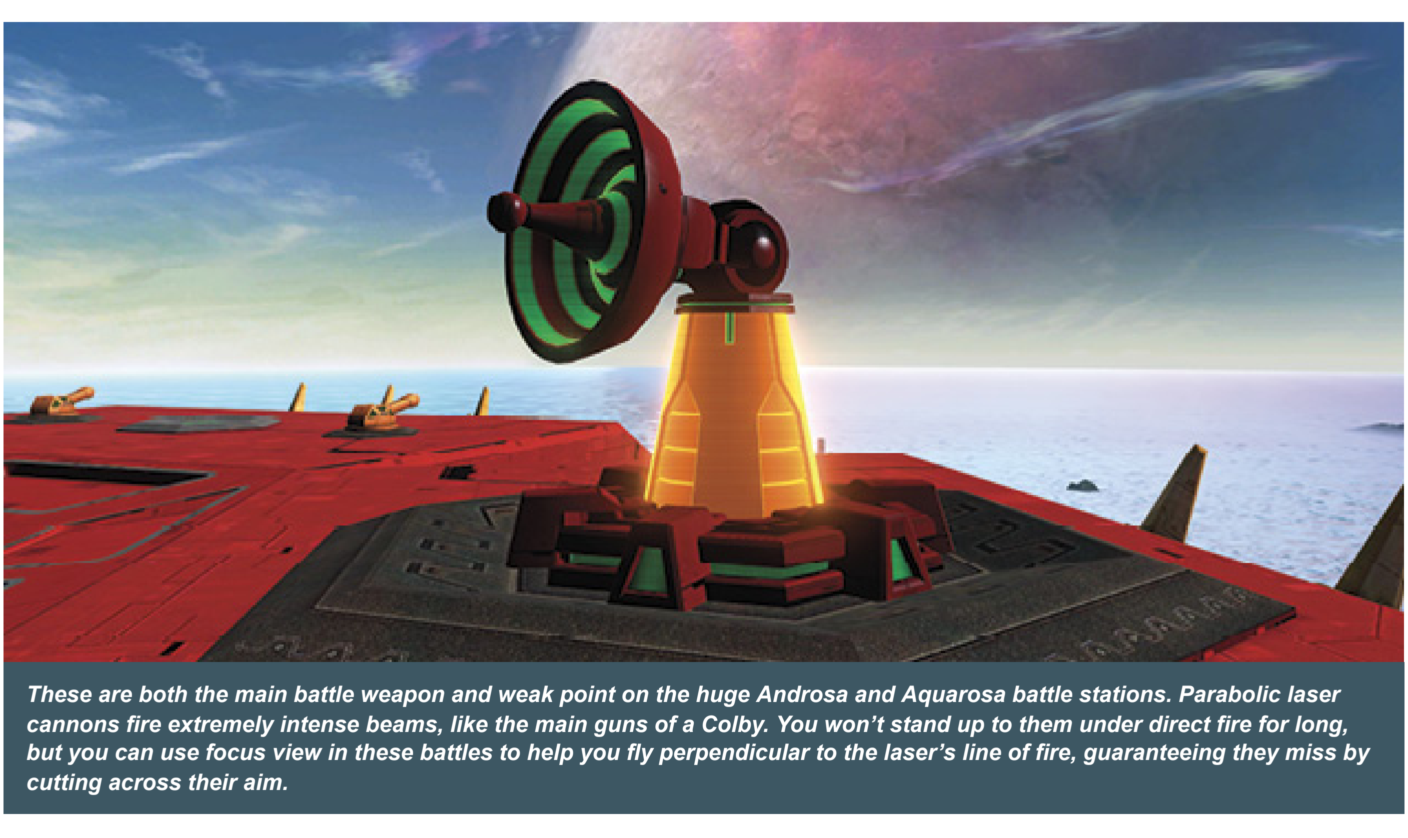
MEGA LASER CANNON



OMNIDIRECTIONAL CANNON

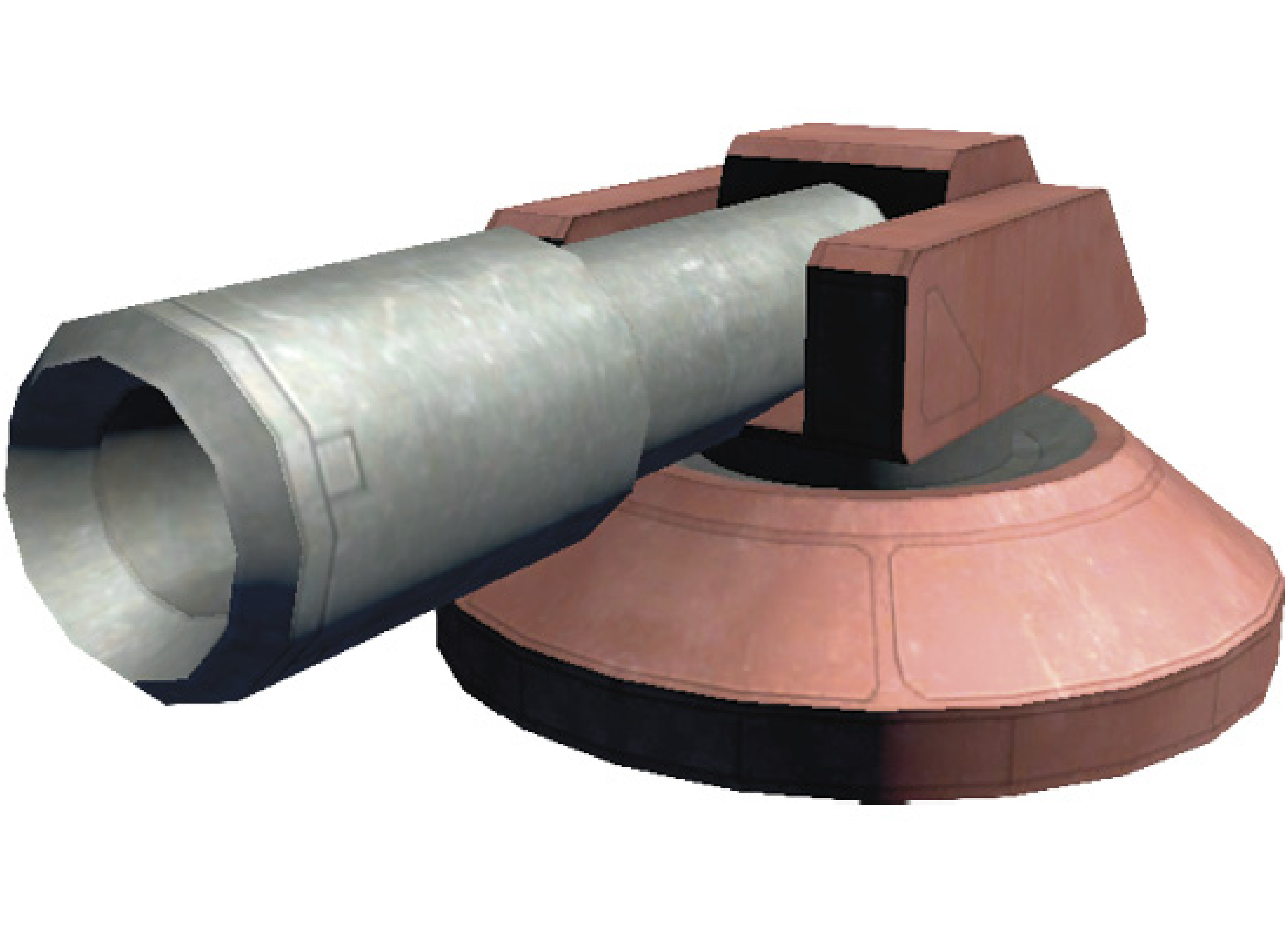


PARABOLIC LASER CANNON

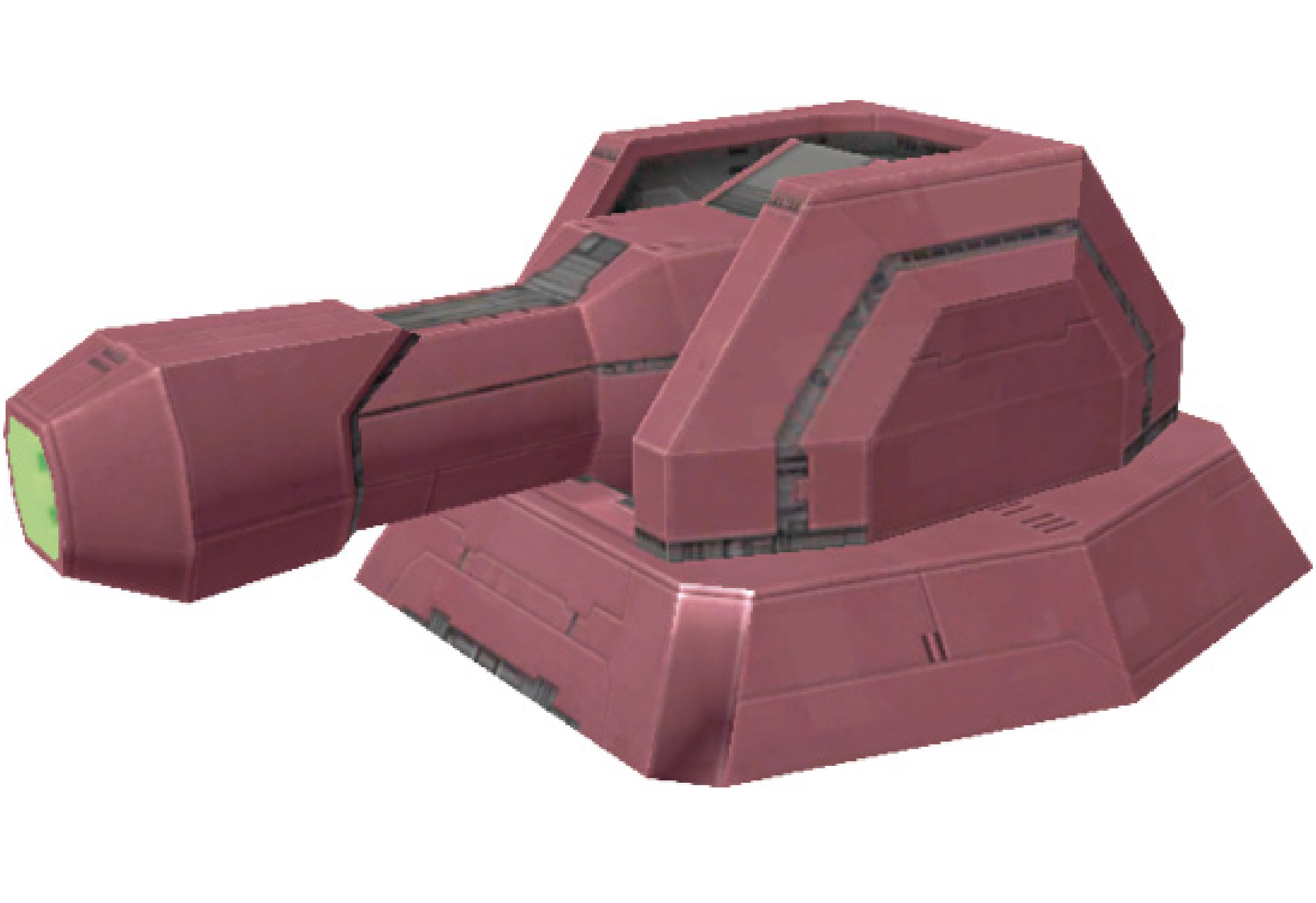


These are both the main battle weapon and weak point on the huge Androsa and Aquarosa battle stations. Parabolic laser cannons fire extremely intense beams, like the main guns of a Colby. You won't stand up to them under direct fire for long, but you can use focus view in these battles to help you fly perpendicular to the laser's line of fire, guaranteeing they miss by cutting across their aim.

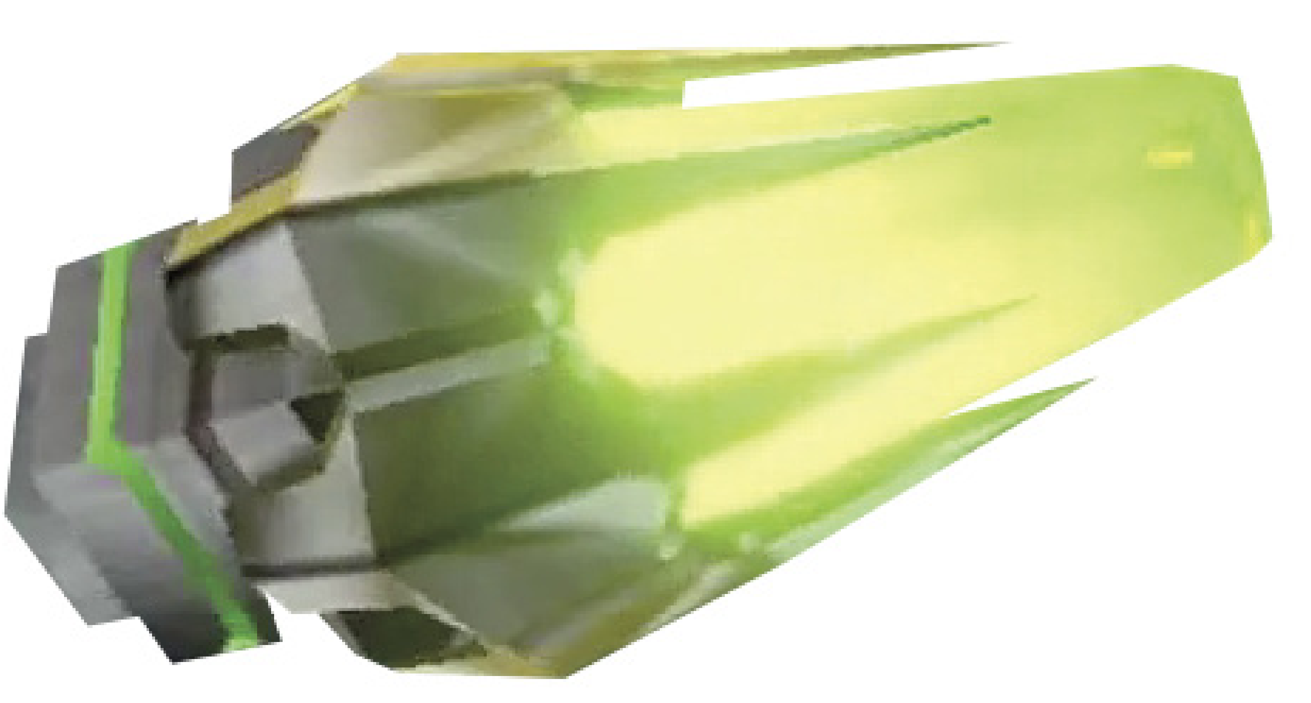
RAPID-FIRE CANNON



REINFORCED RAPID-FIRE CANNON



SHIELD GENERATOR



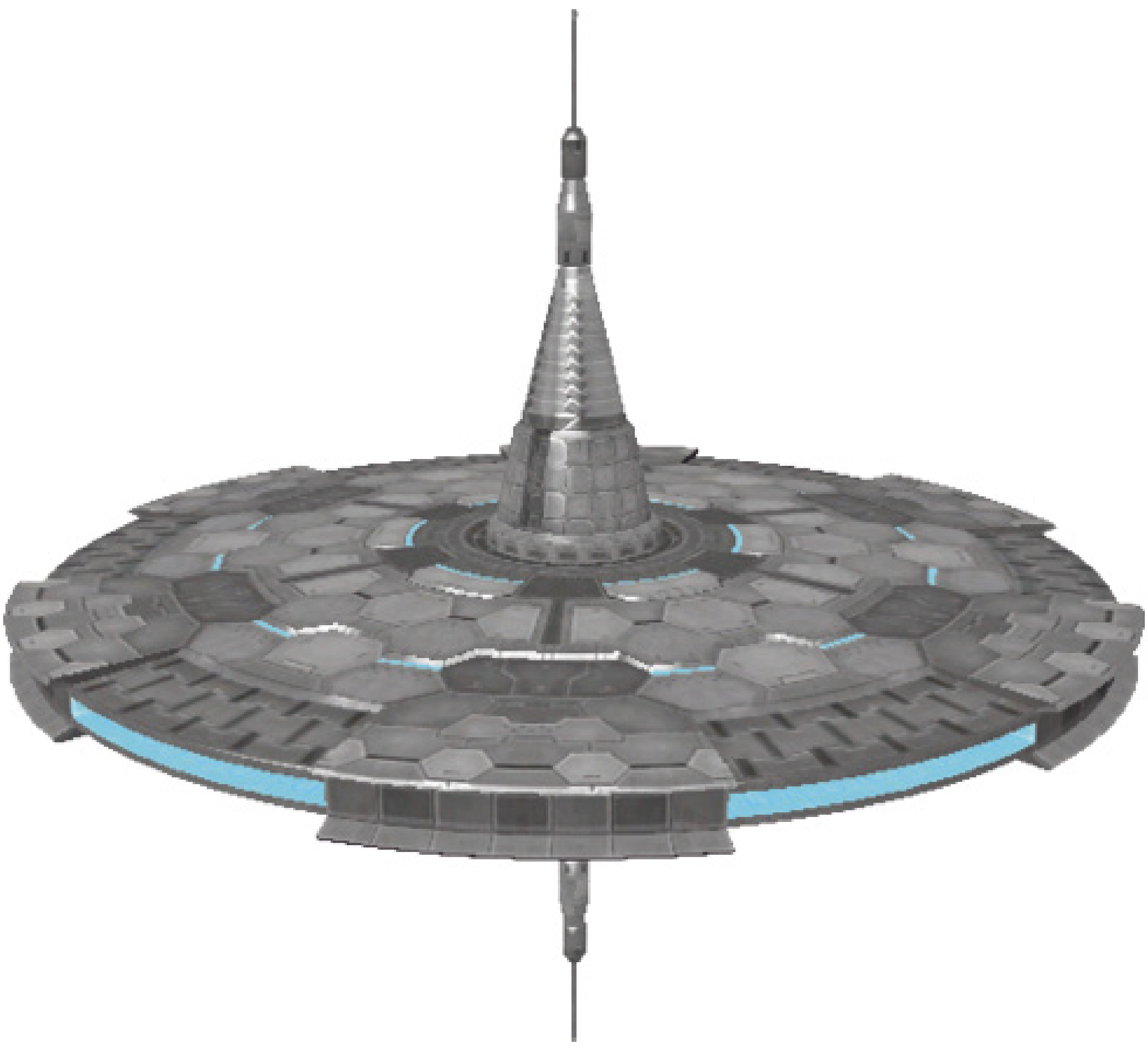
Special

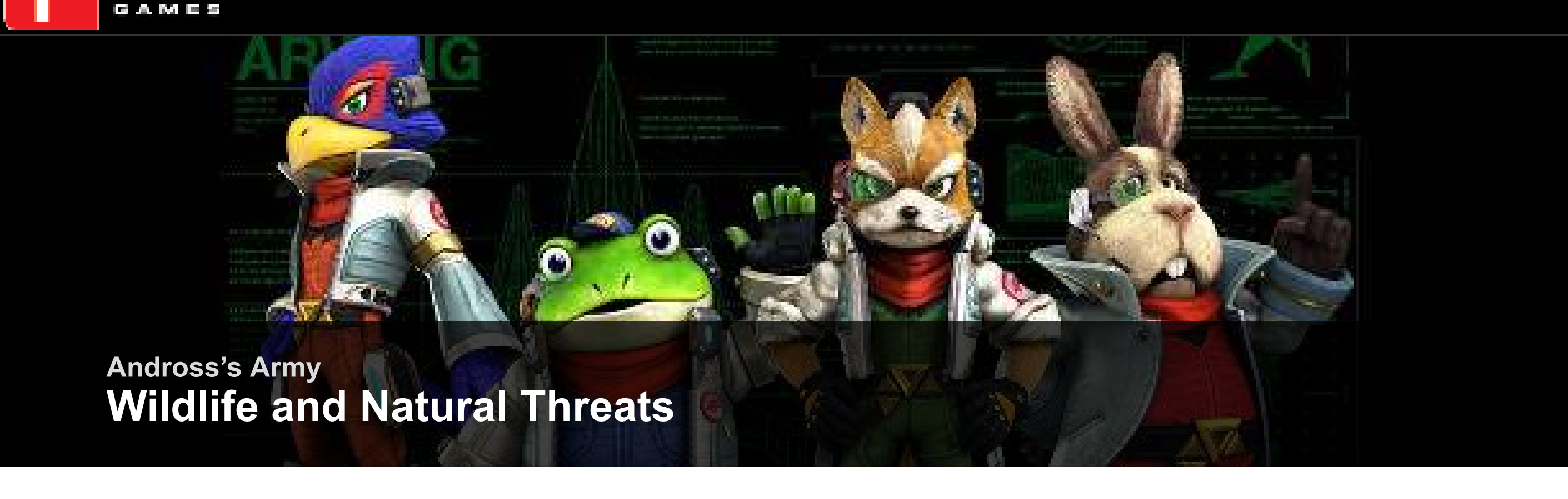
Close to Venom, Andross's twisted and mind-blowing command of technology lets him seemingly conjure some obstacles out of thin air. Cubes and pillars must be avoided, while the umbrella-like Umbra blockades can be destroyed to clear a path.

ANDROMATTER CUBE

ANDROMATTER PILLAR

UMBRA



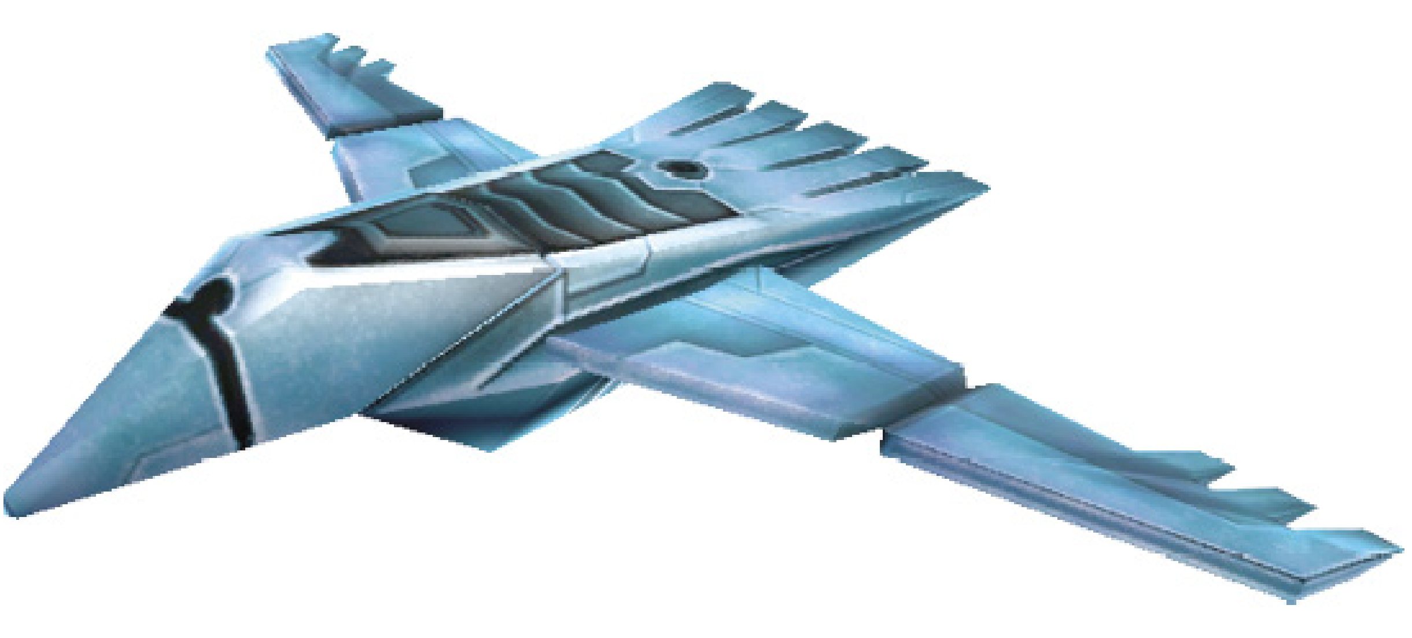


Andross's Army

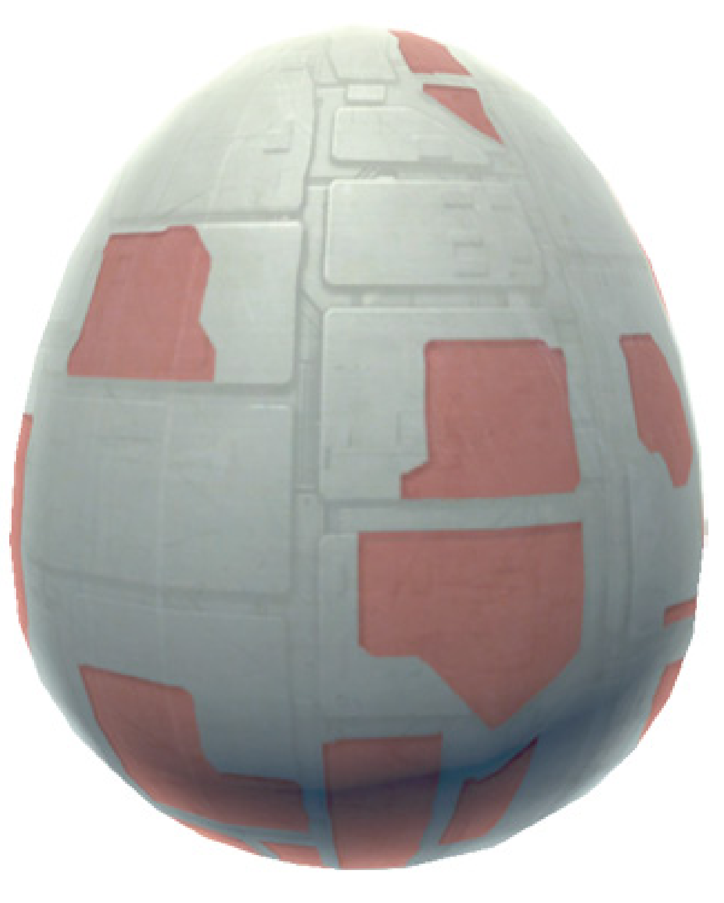
Wildlife and Natural Threats

It's unfortunate for local fauna, but the battle for the solar system sometimes spills into wild areas, uncivilized but not unpopulated. Many of these giant creatures can be as deadly as Andross's most dedicated troops. You won't run into many of these where lots of Cornerians live, or on mechanized Venom, but unoccupied areas of Titania, Fichina, and especially Fortuna are practically prehistoric.

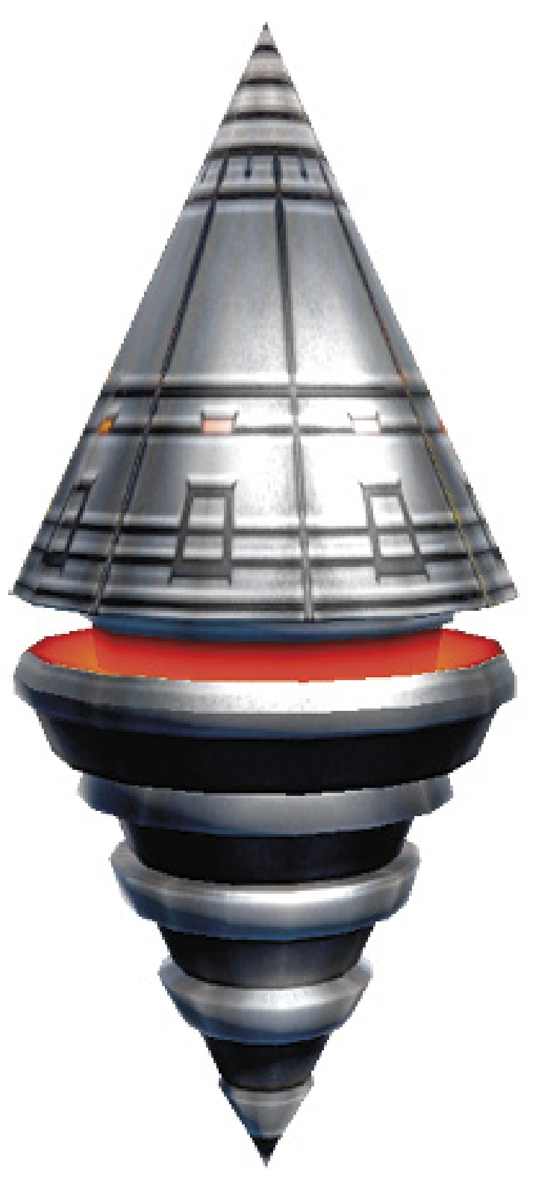
BLUEBIRD



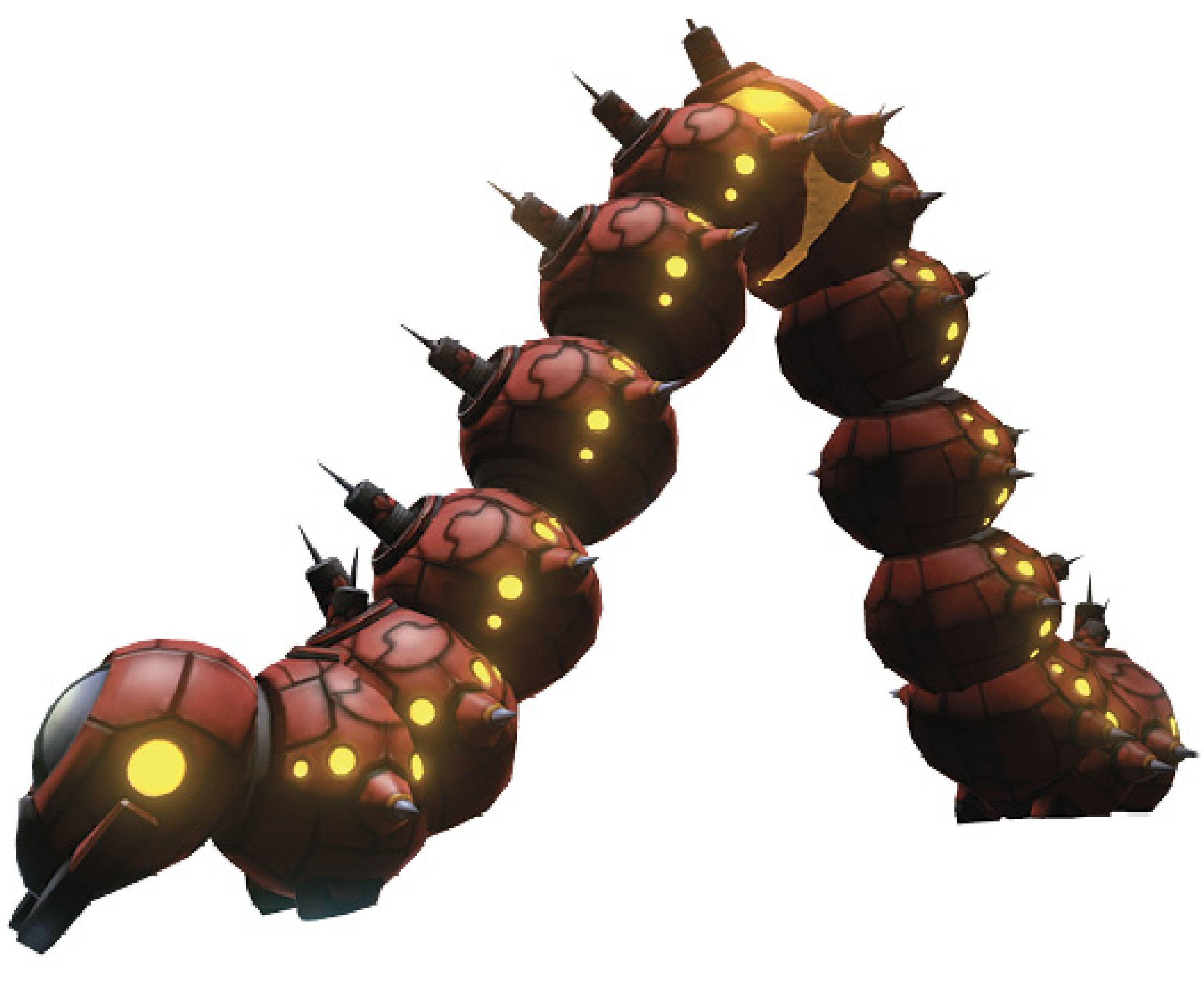
DODORA EGG



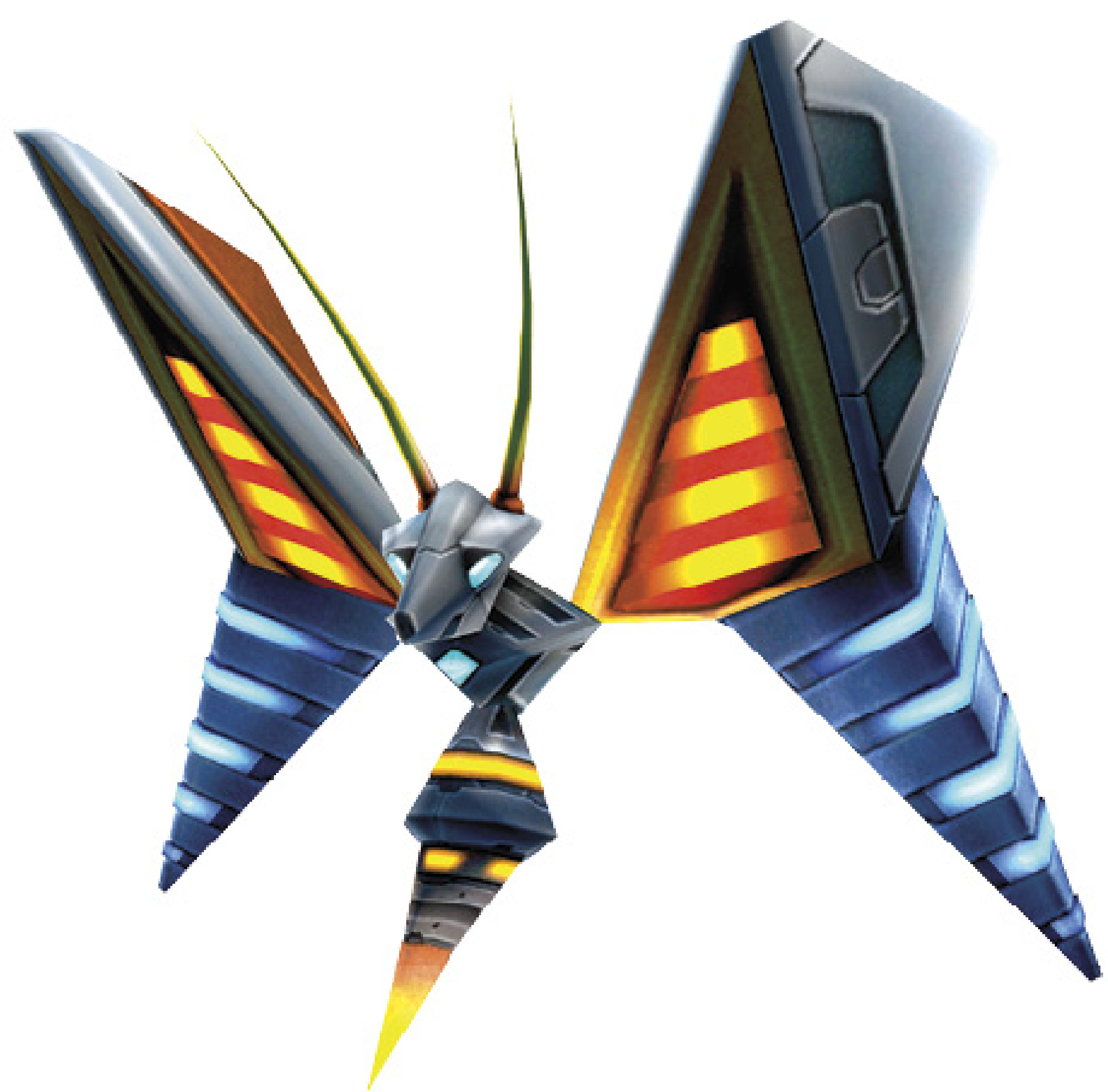
DOLPHIN



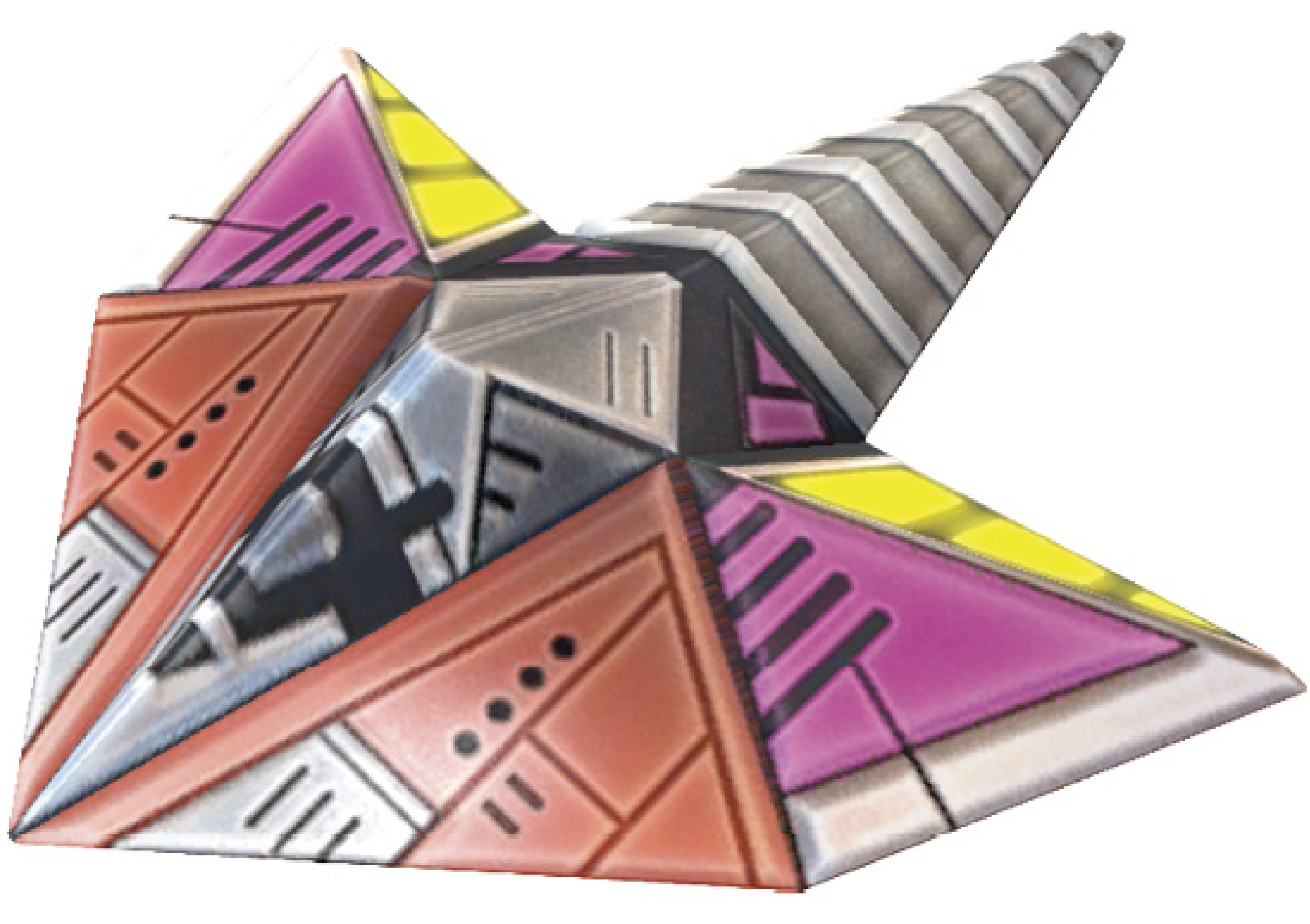
FLINCHWORM



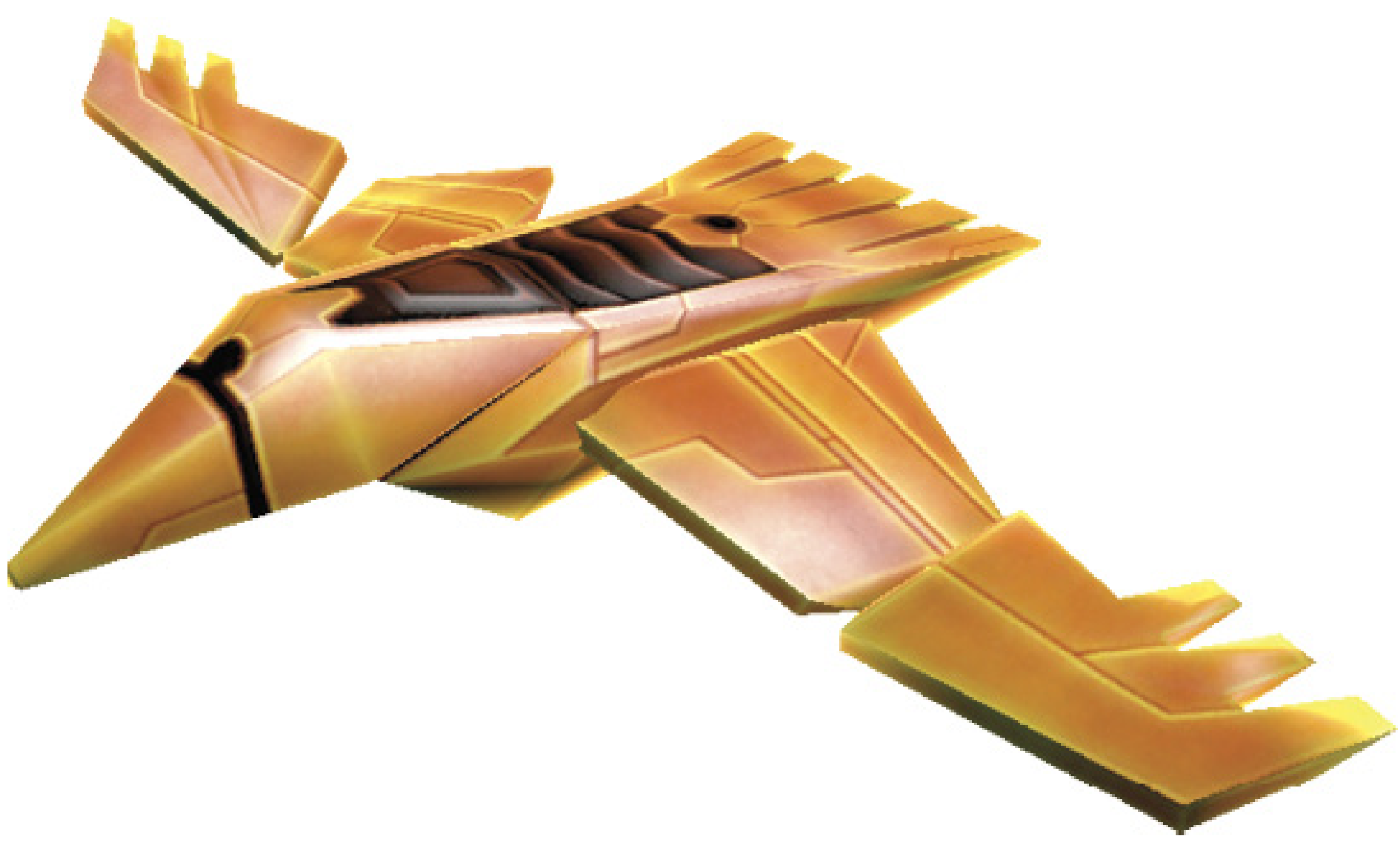
KILLER BEE



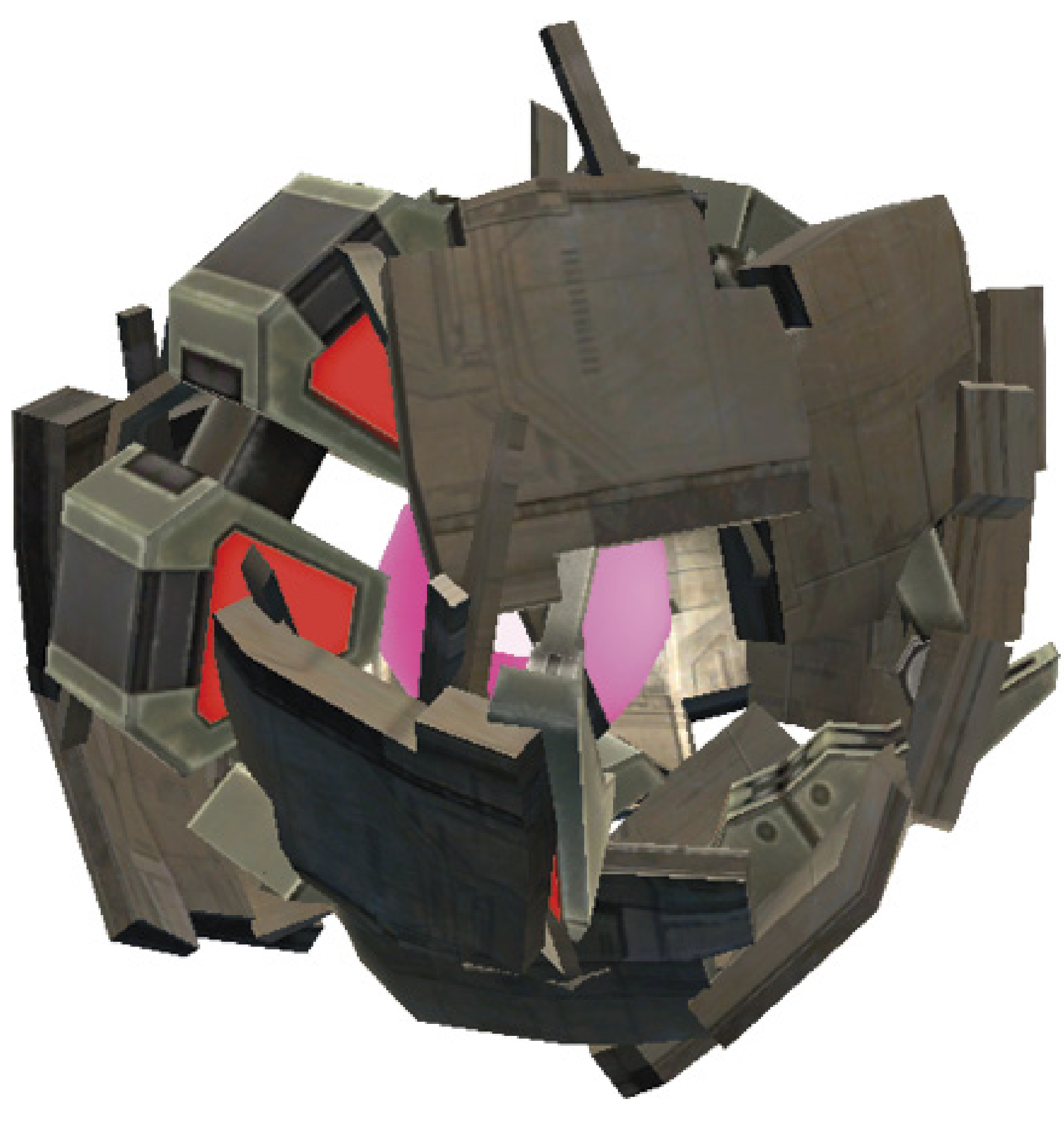
MANTA



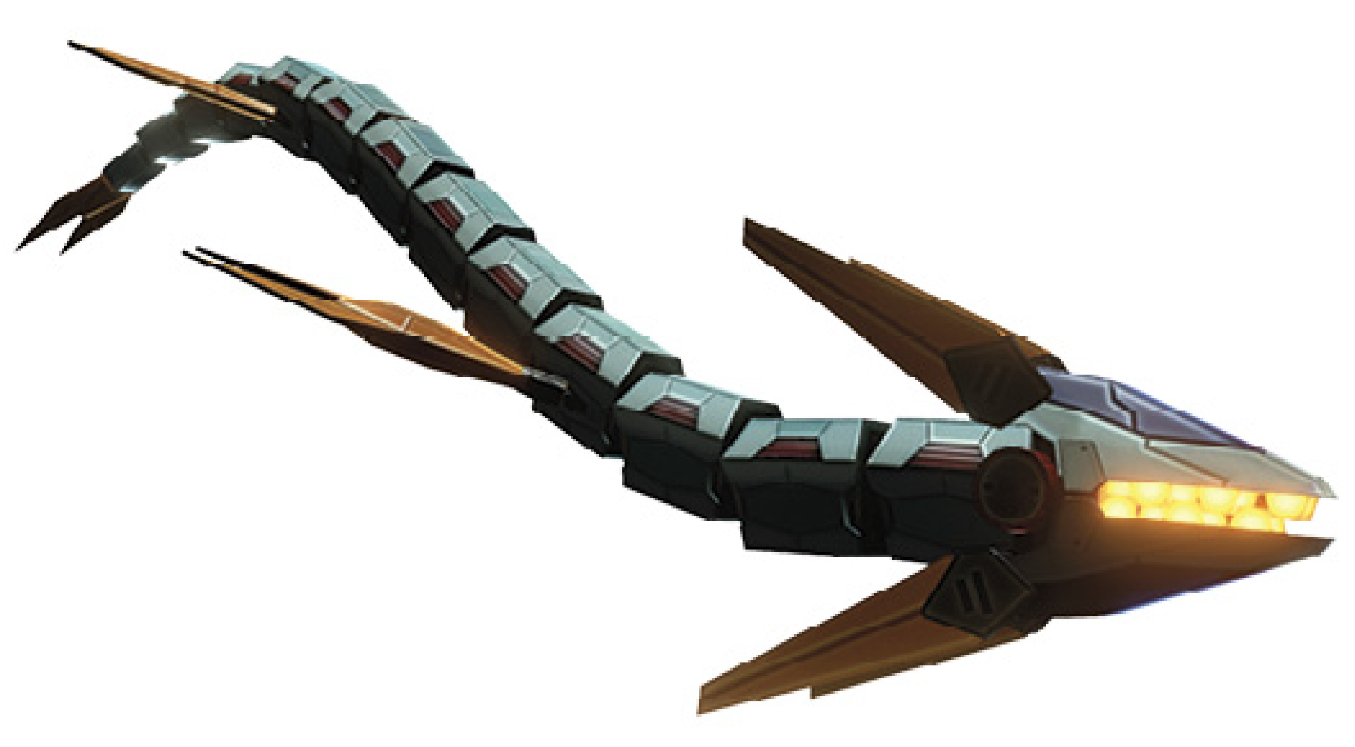
REDBIRD



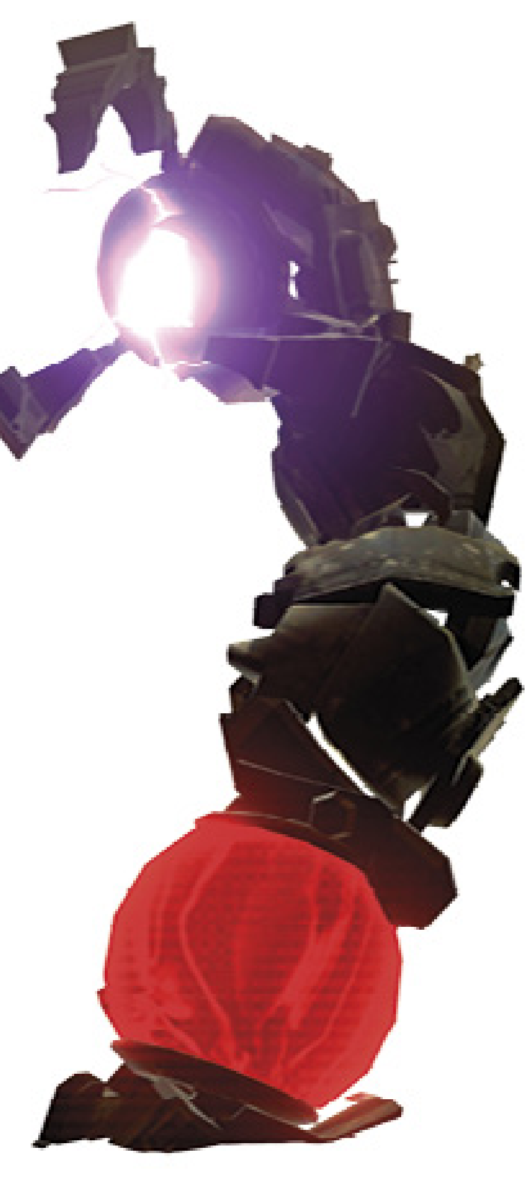
ROLY POLY



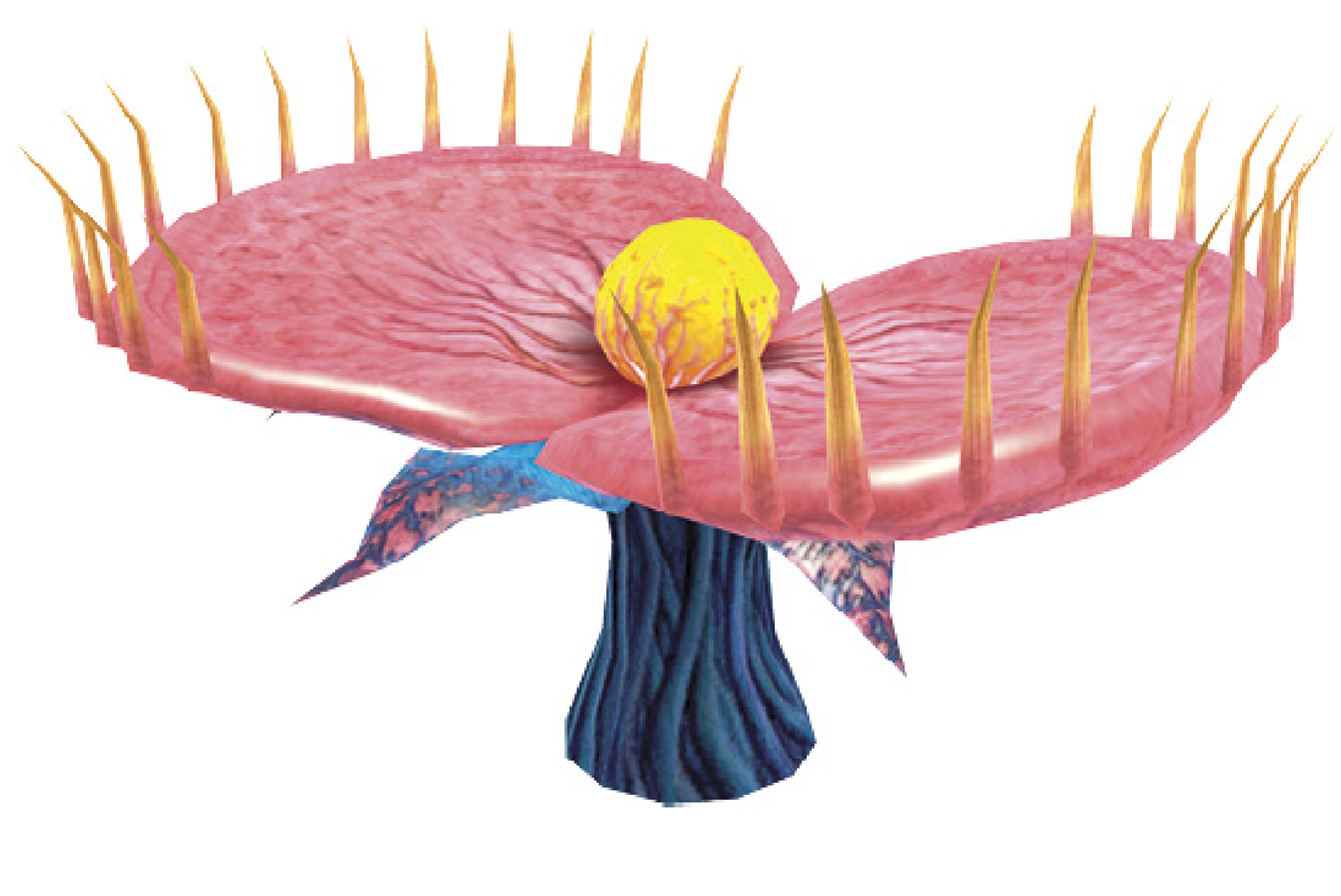
SALAMANDER



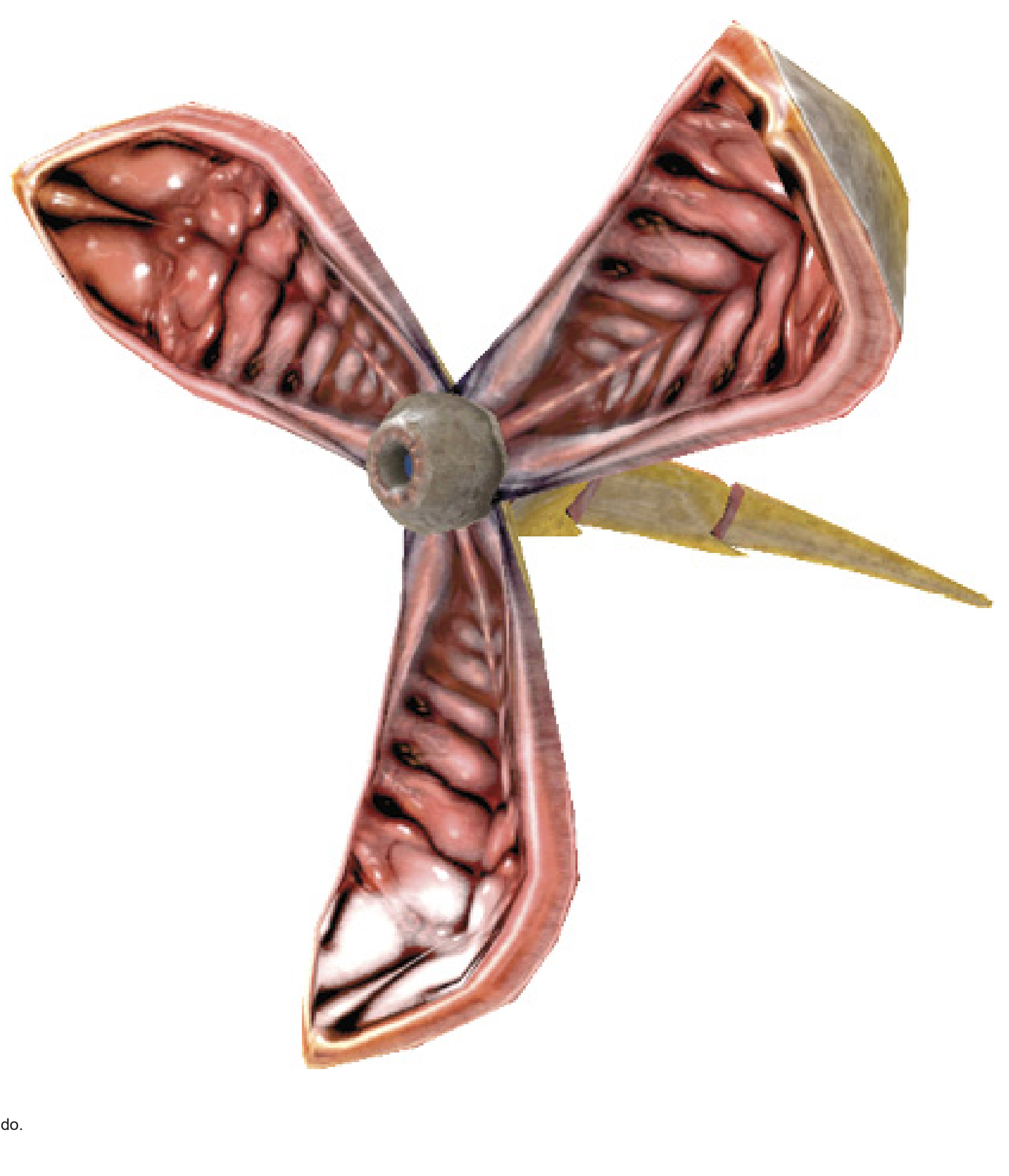
SCRAPPYWORM



SNAPTRAP



ZONESS SHARK



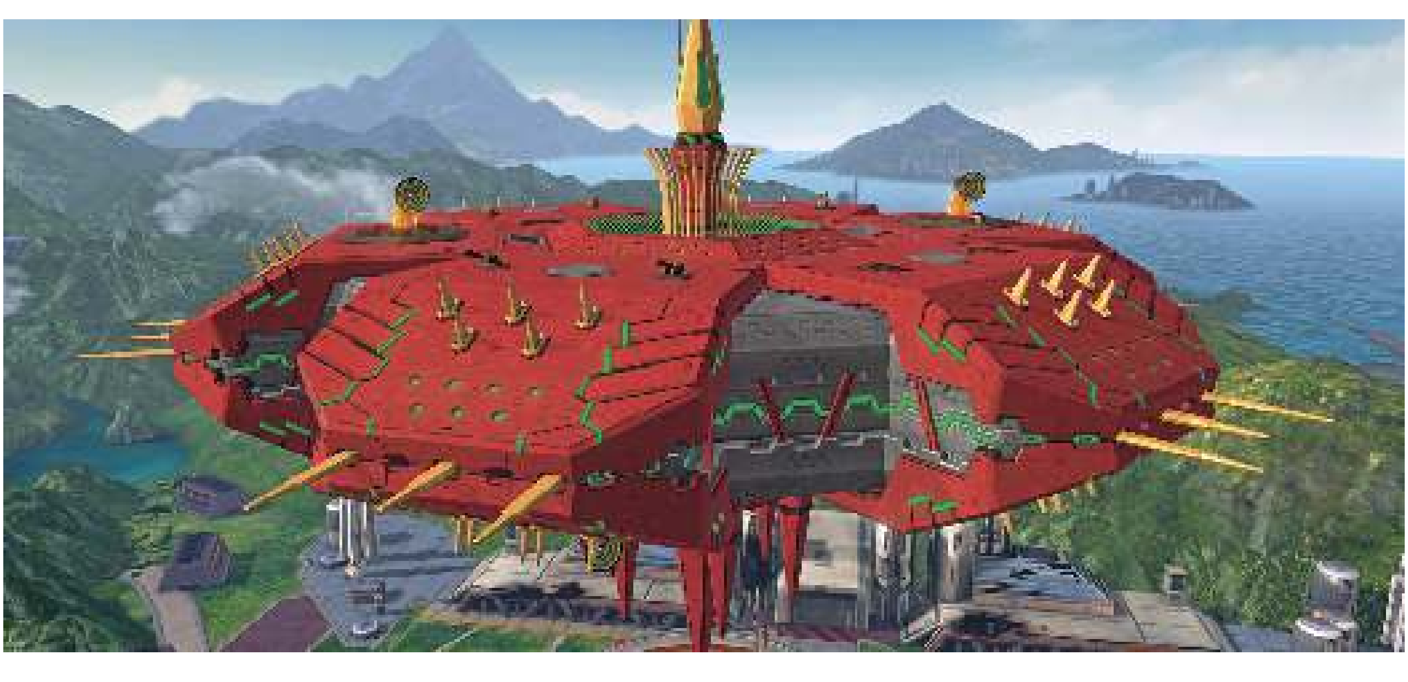
Andross's Army

Bosses

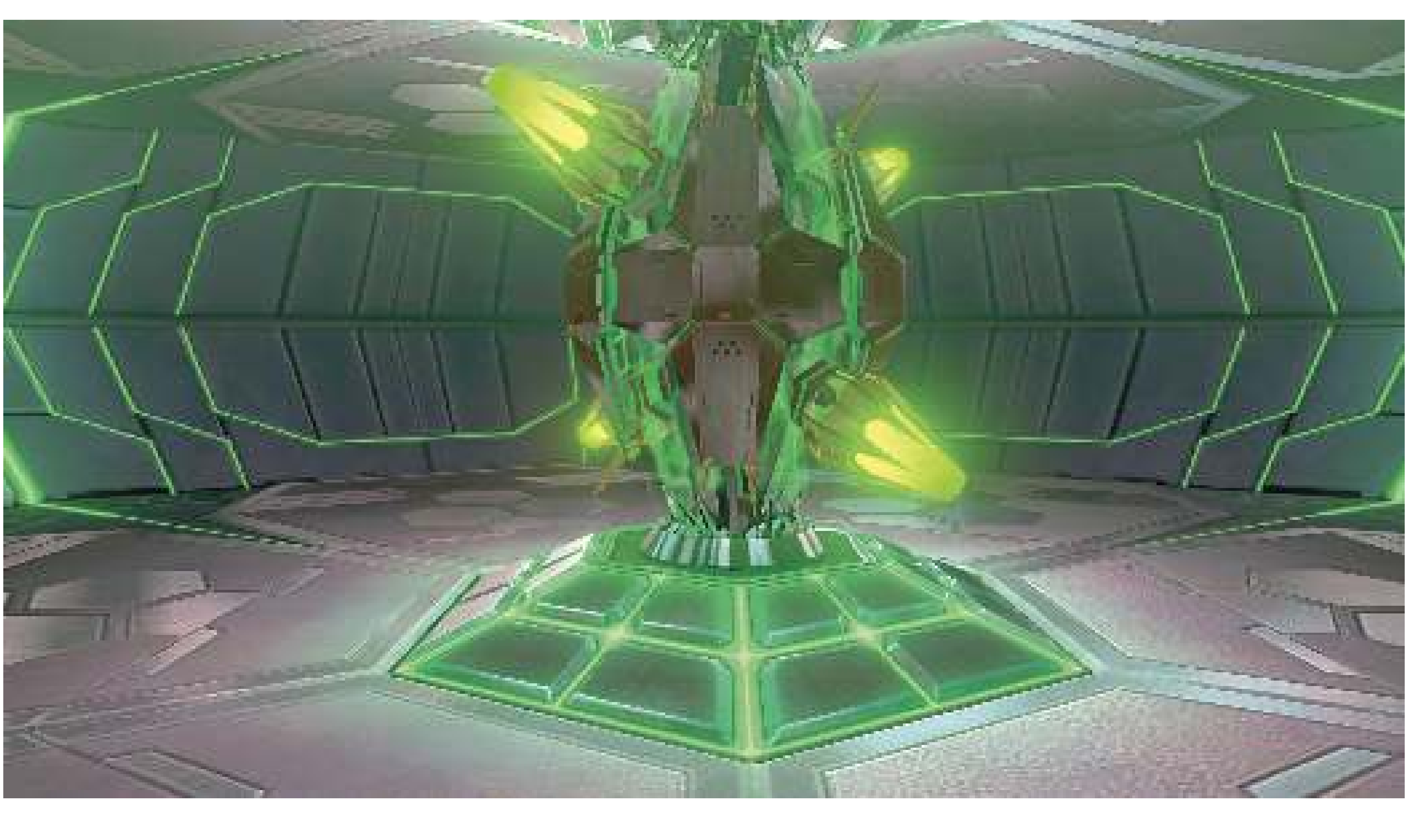
The strongest of Andross's forces. Bosses are often enormous, multi-layered enemies, but they can also be smaller units (like Star Wolf, arch-nemeis squadron to Star Fox). Apart from Star Wolf members in their Wolfen fighters and Hunter walkers, other bosses must be damaged in some specific way in order to make any headway neutralizing them. Wolfen and Hunter craft can take damage anywhere, like any normal fighter craft; they just happen to be piloted by aces to equal Star Fox, vile though they are.

Story Mode chapters cover boss encounters more in-depth. Avoid skimming this gallery until you've enjoyed Story Mode on your own at first.

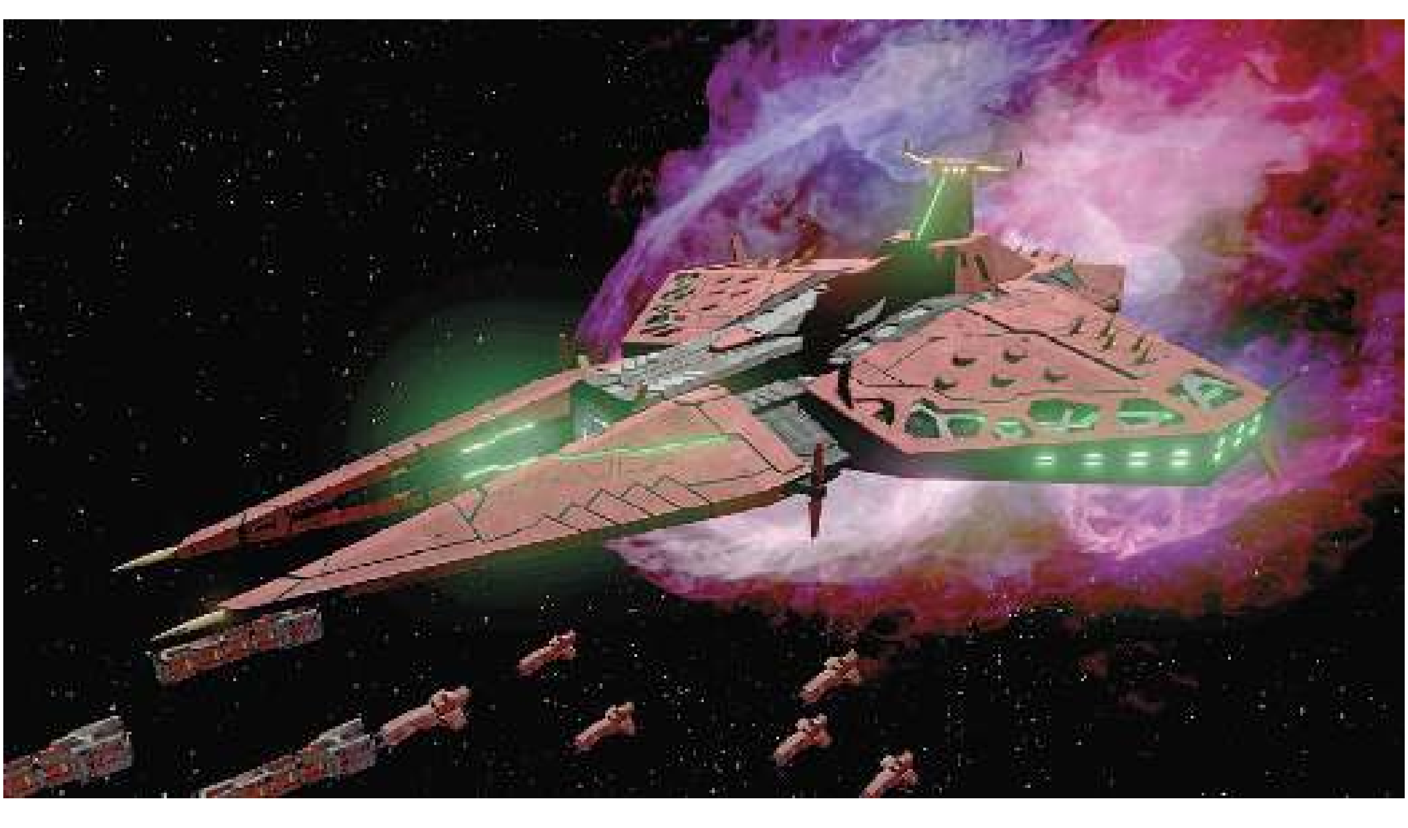
ANDROSA



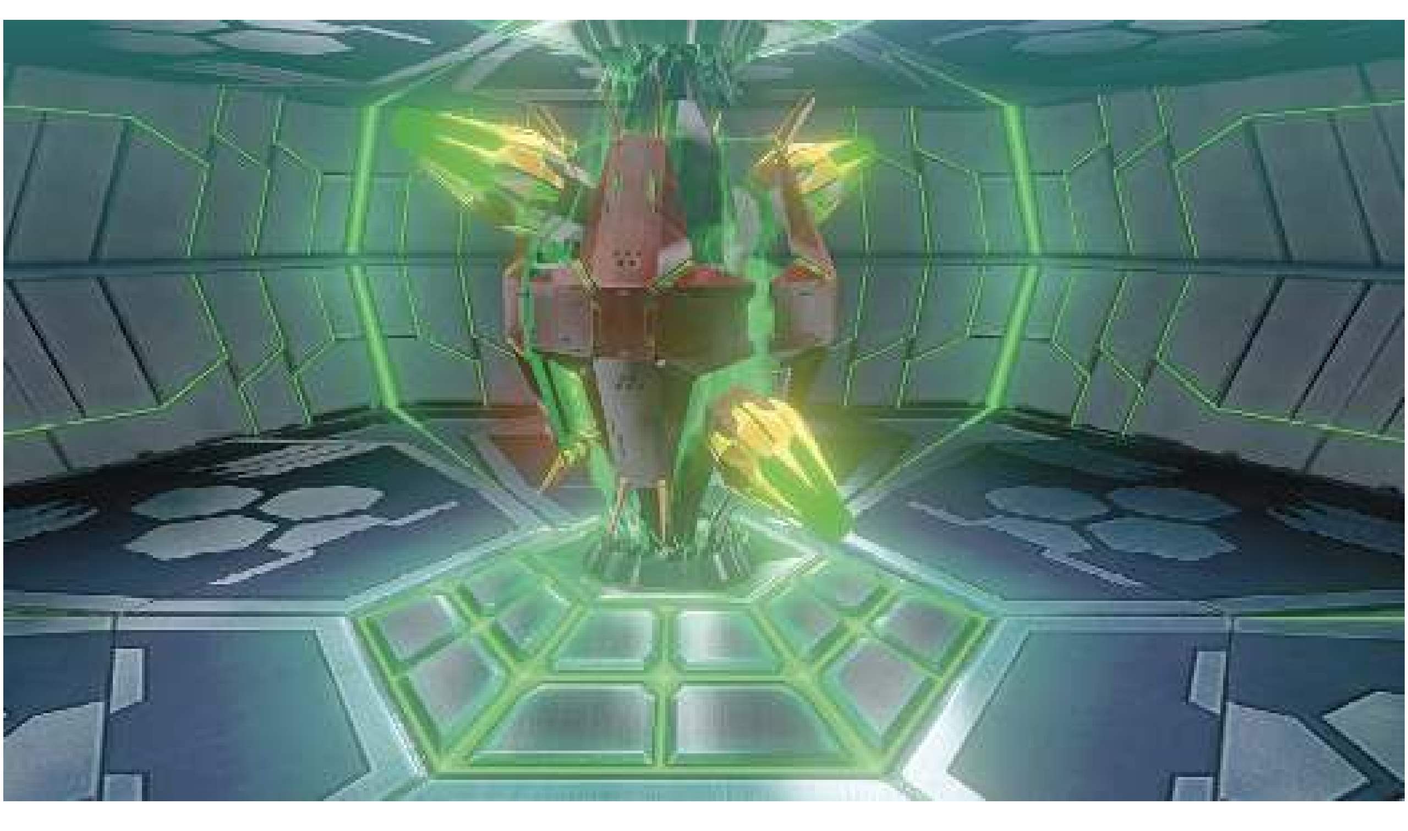
REACTOR



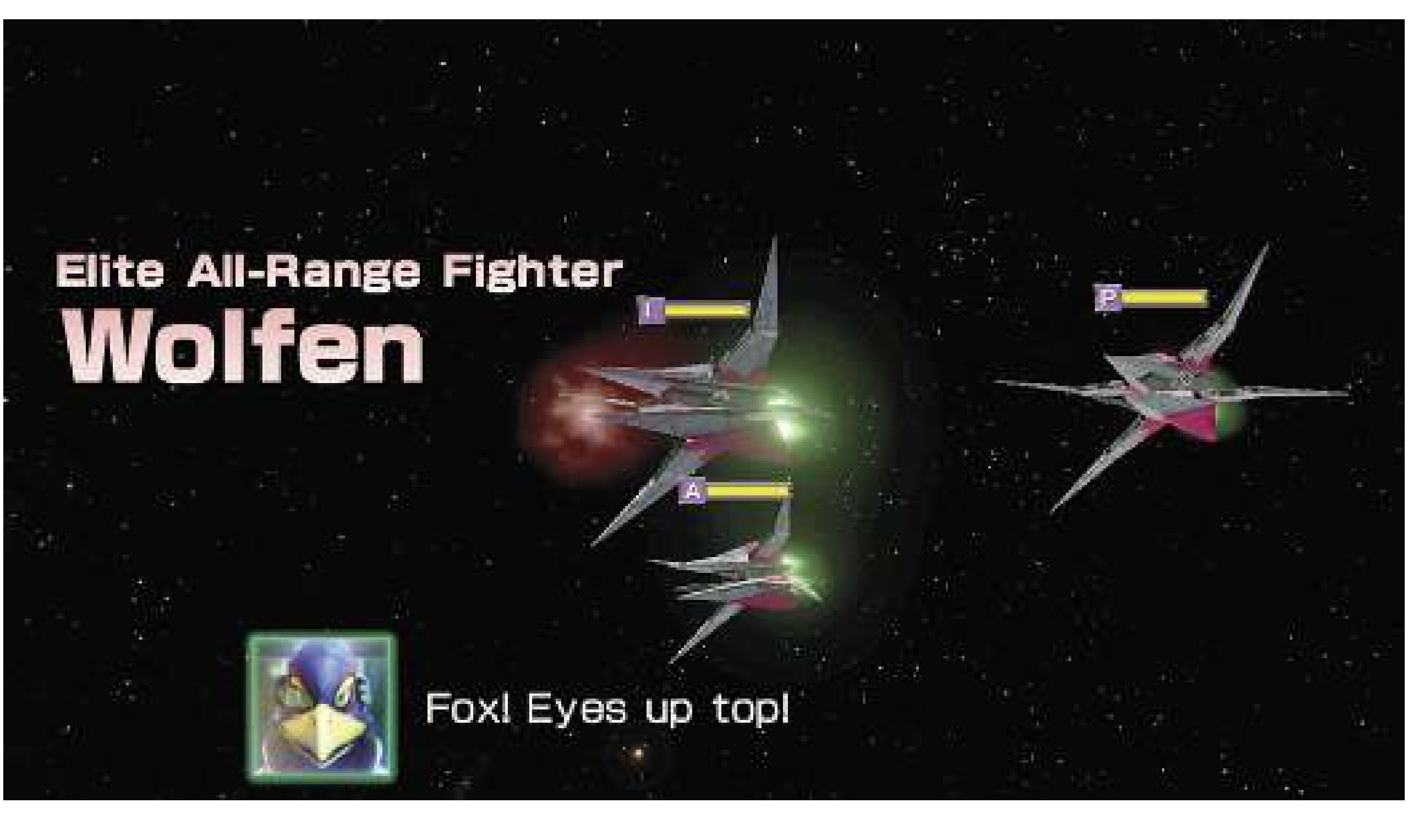
SALVADORA



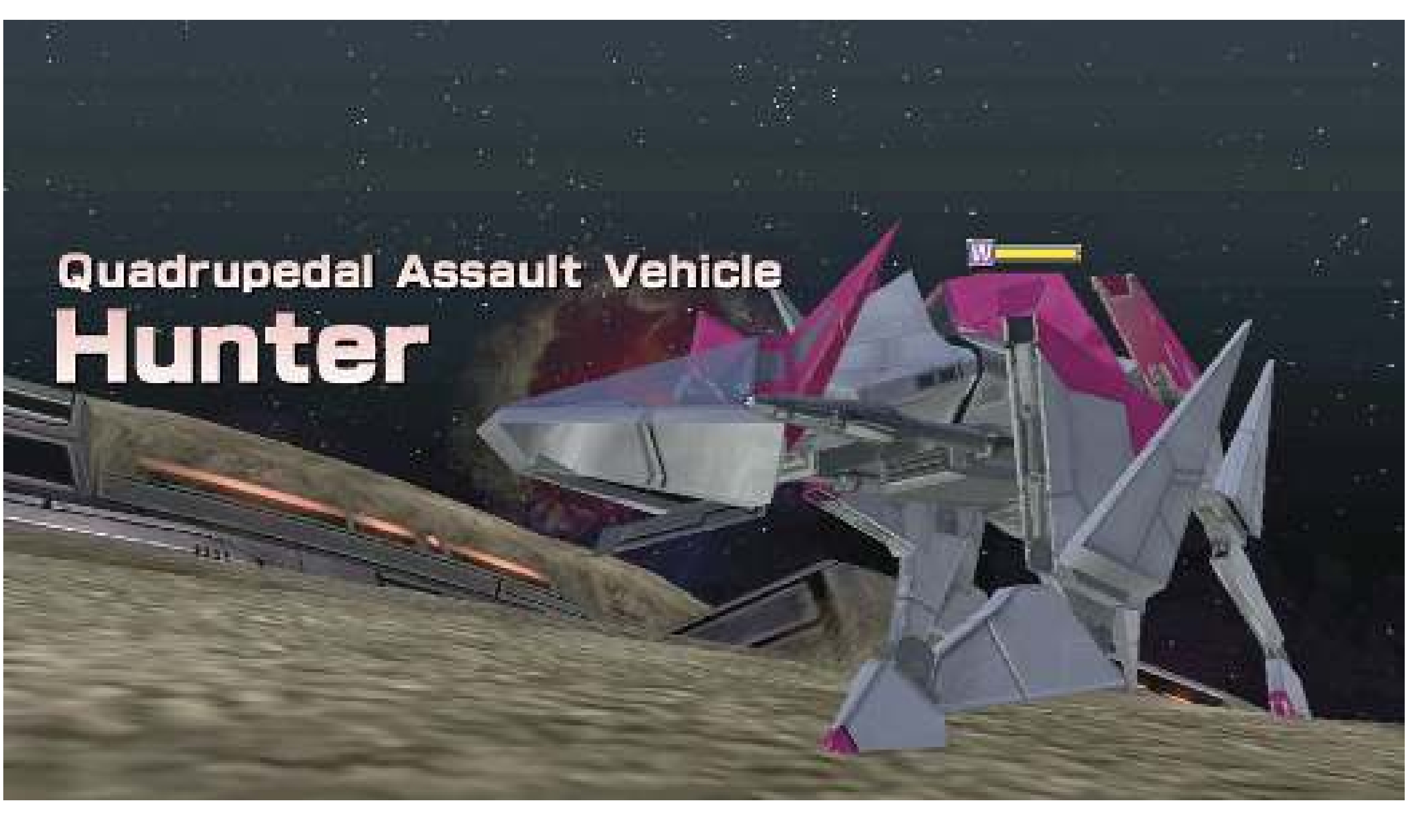
REACTOR



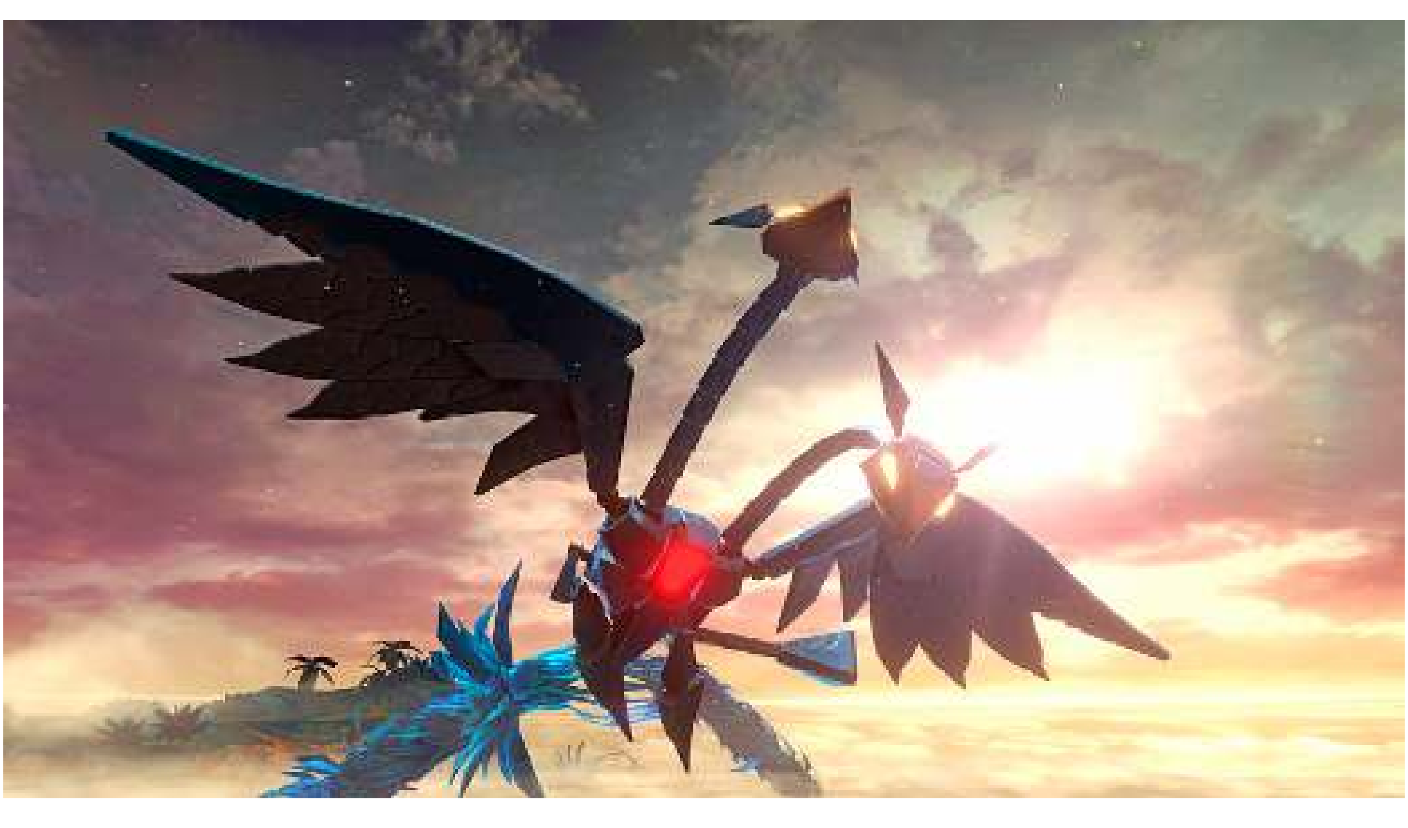
WOLFEN



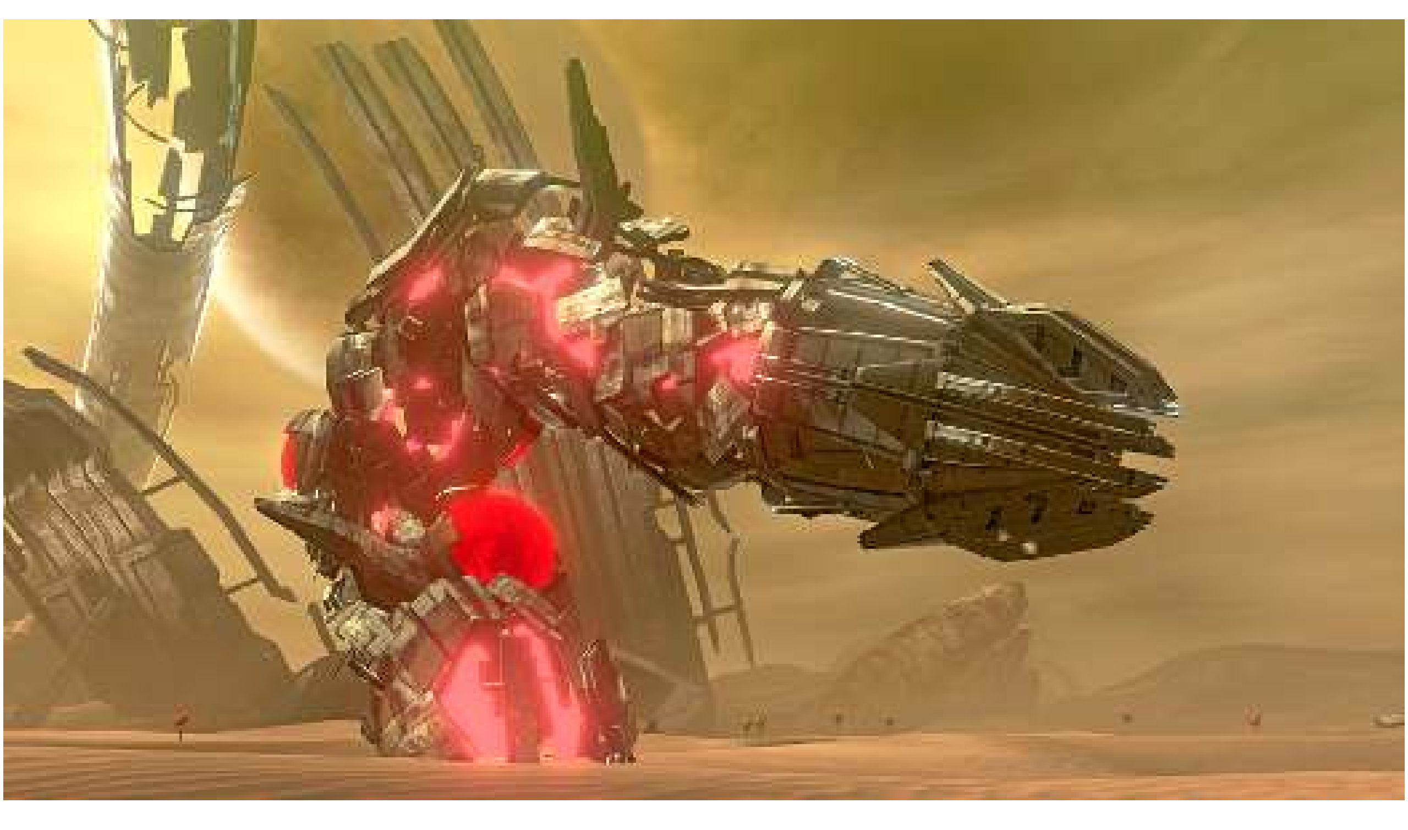
HUNTER



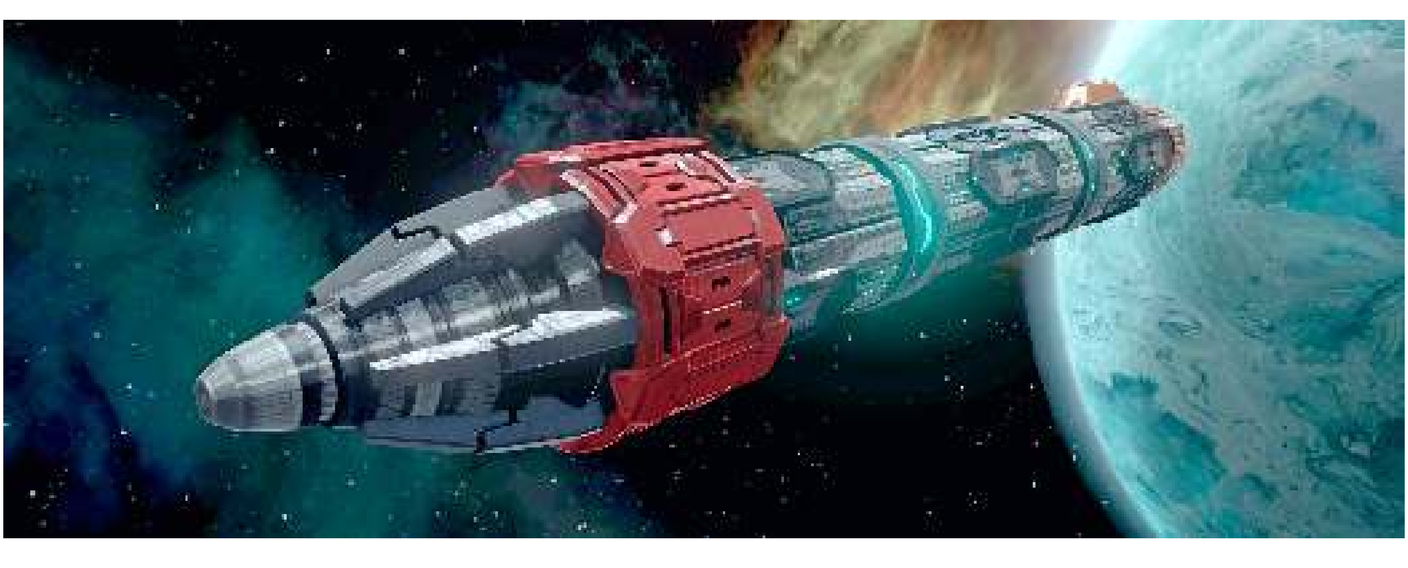
MONARCH DODORA



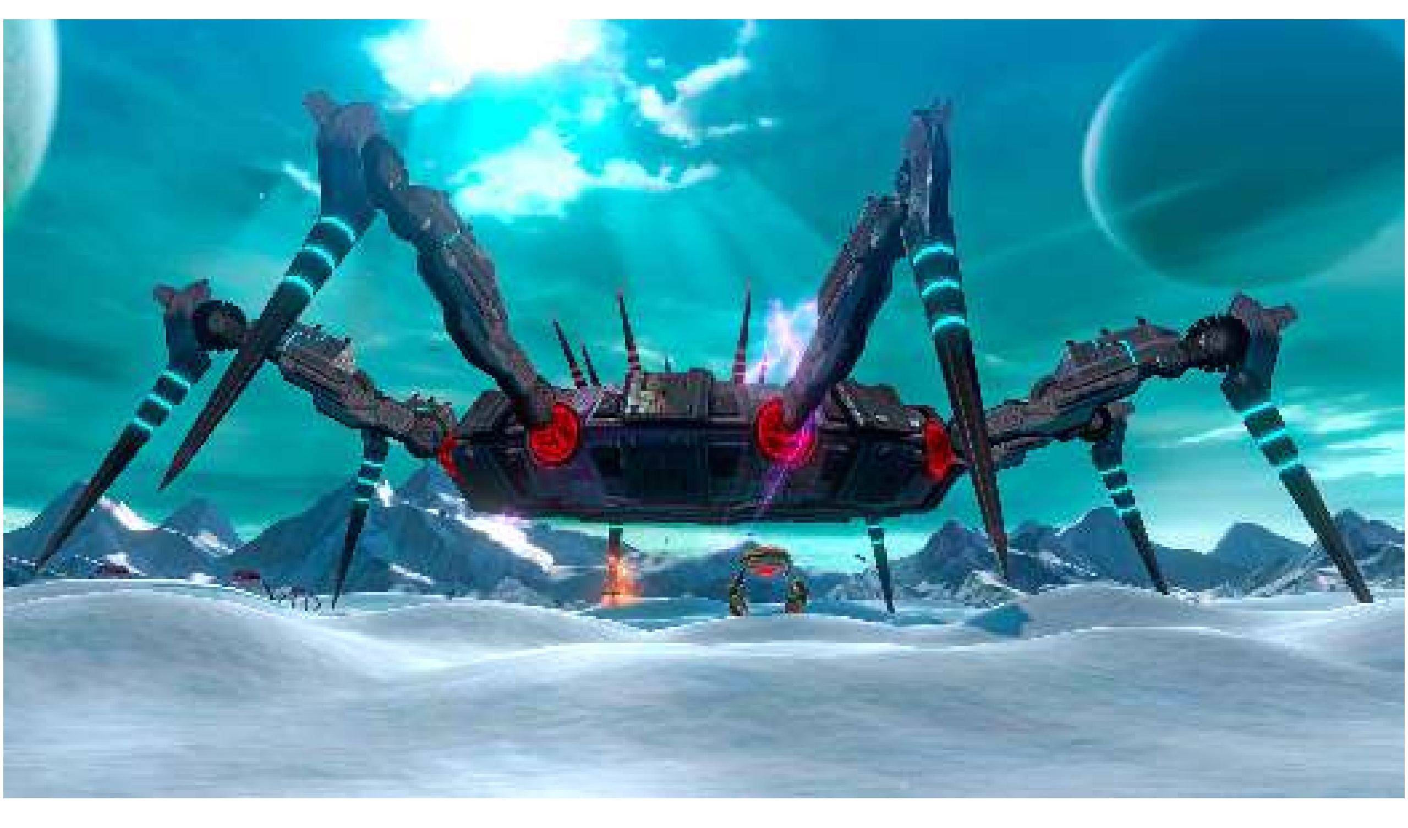
SCRAPWORM



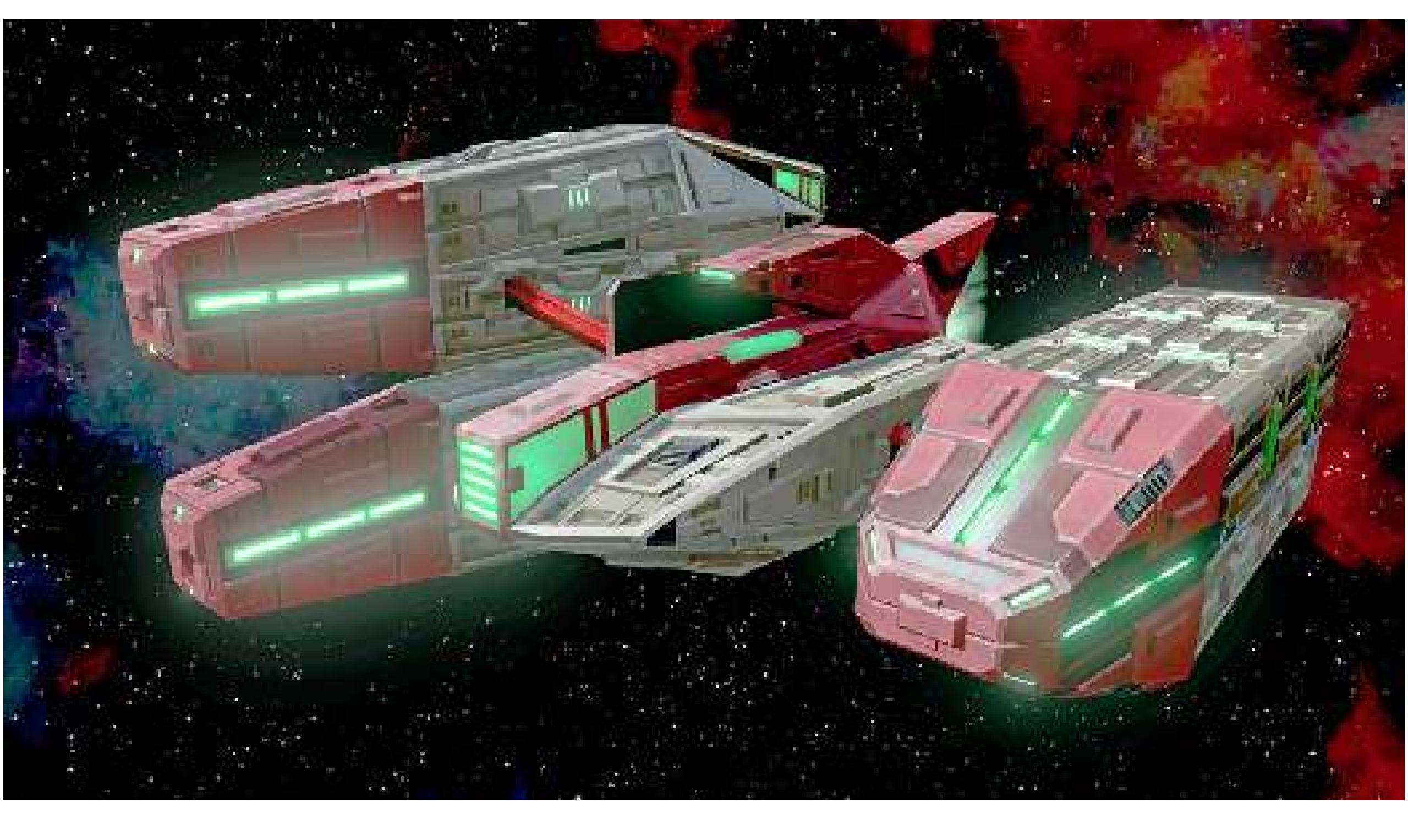
COPPERHEAD MISSILE



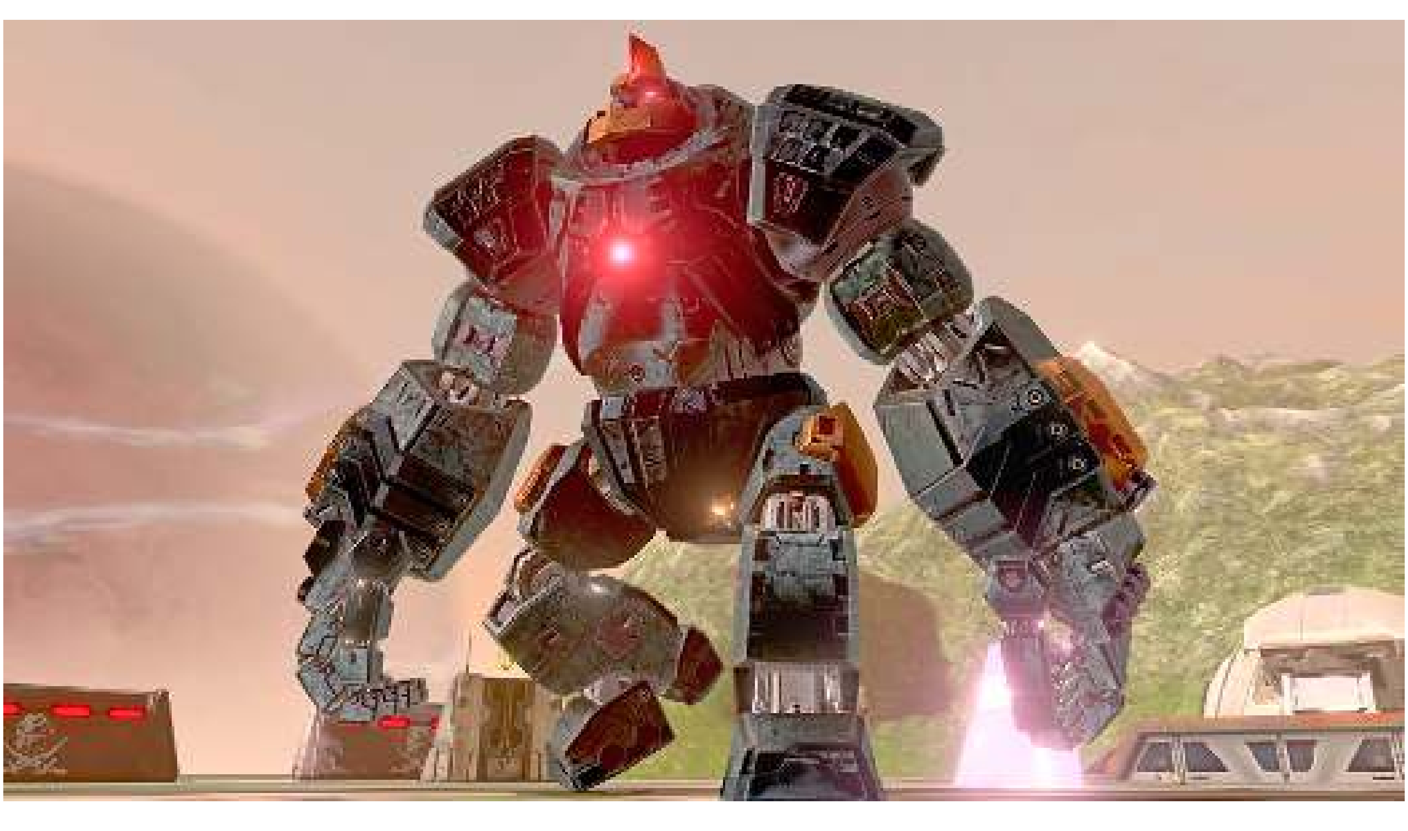
MOTHER STRIDER



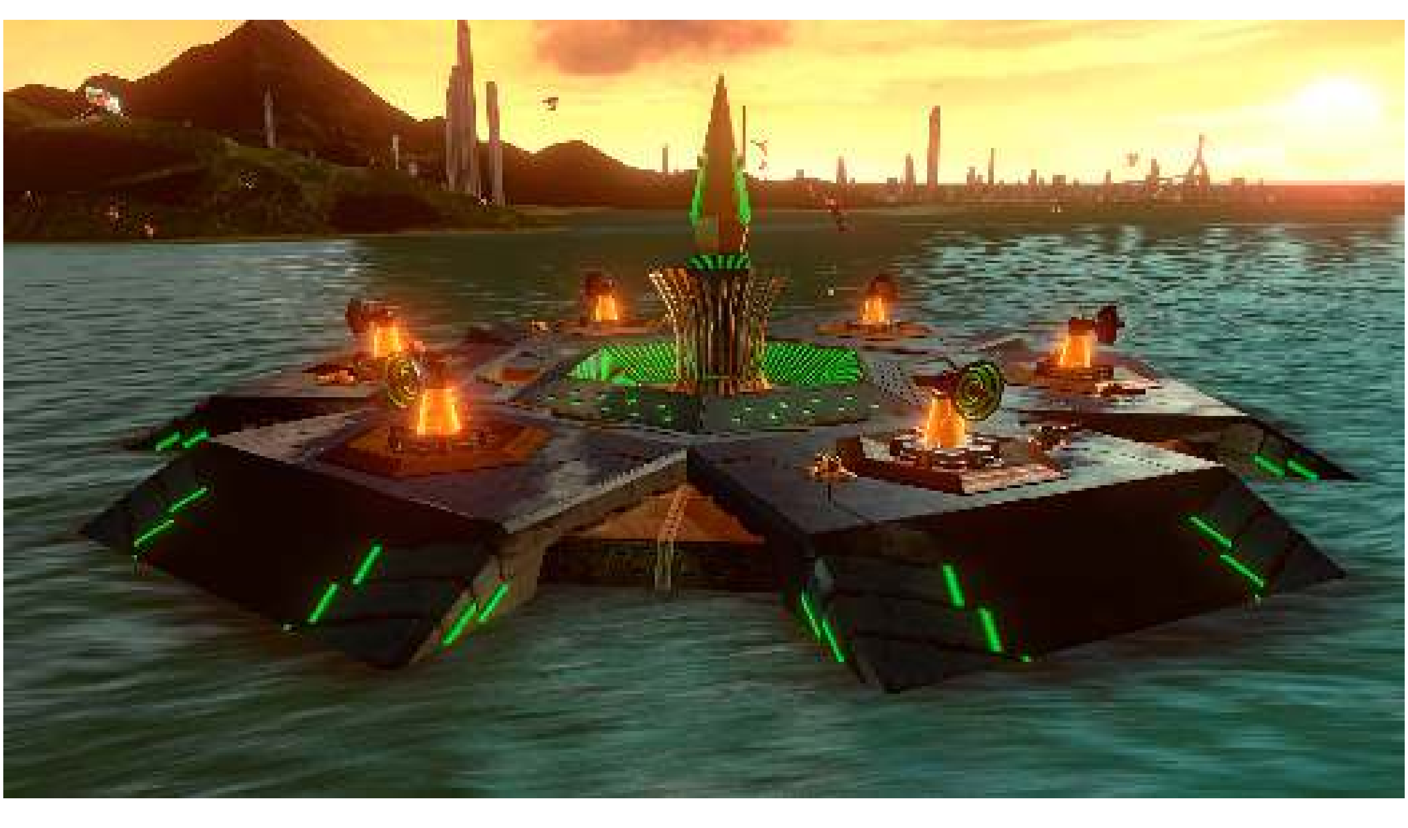
ATTACK CARRIER



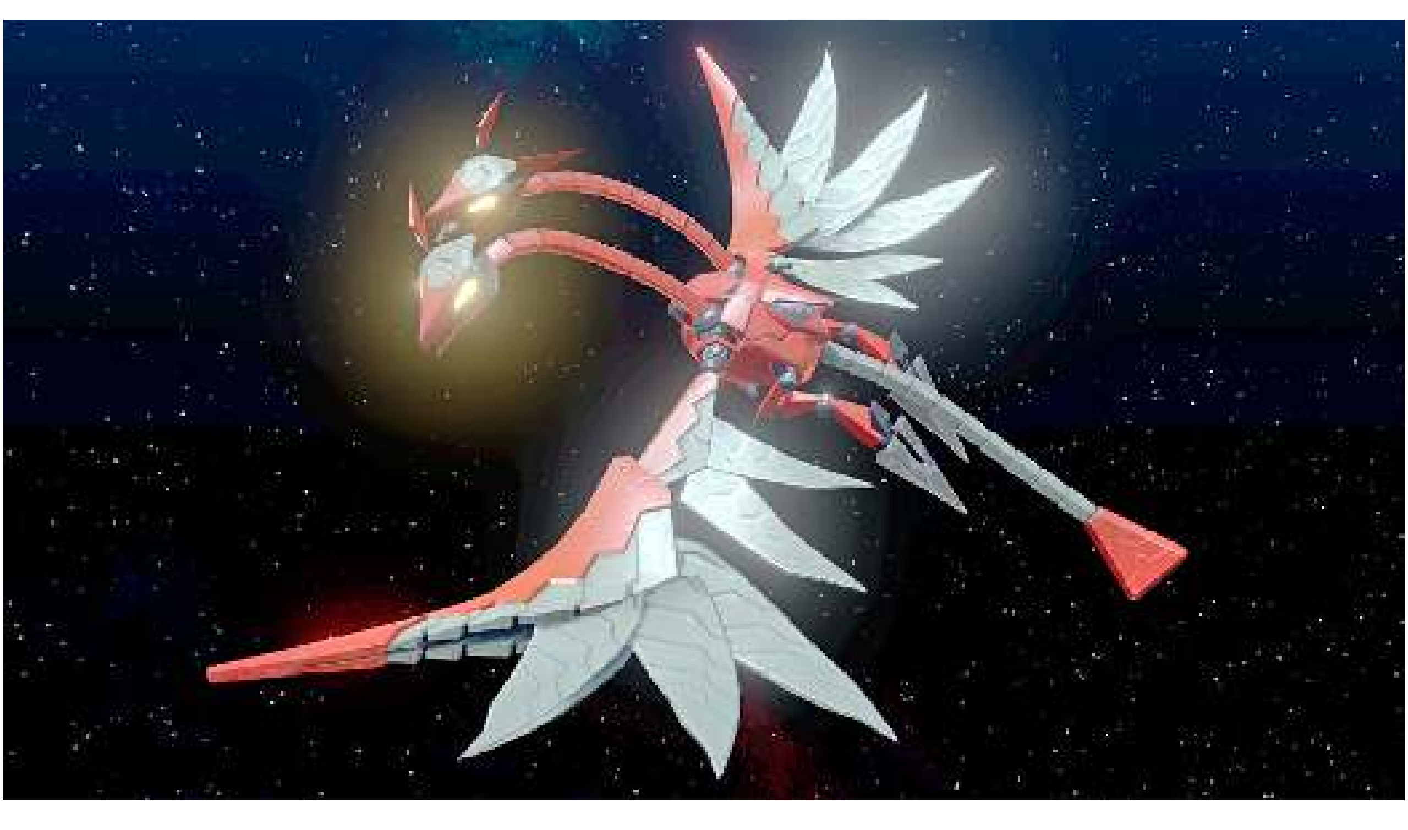
GIGARILLA



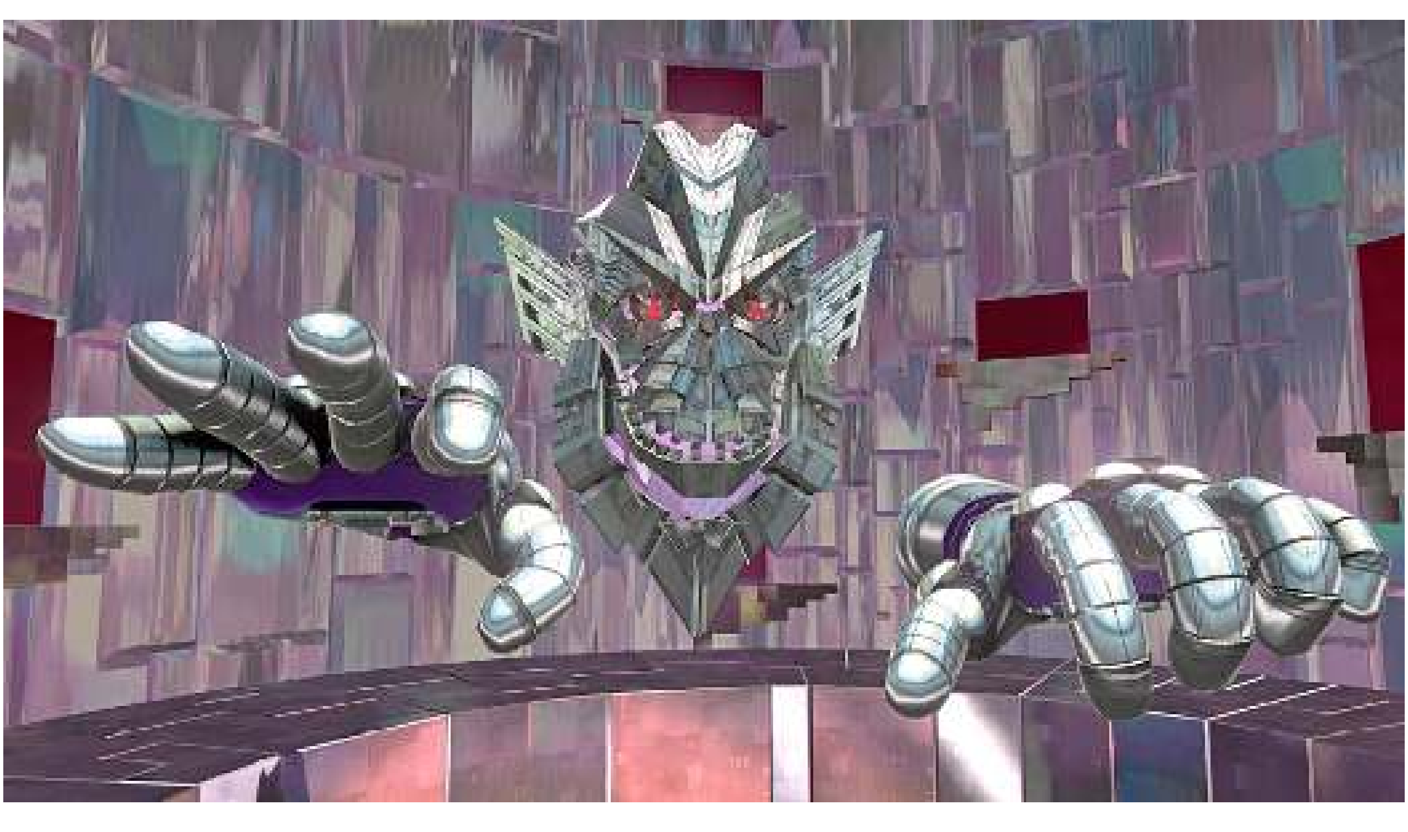
AQUAROSA



COSMIC DODORA



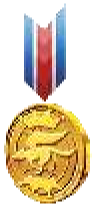
ANDROSS



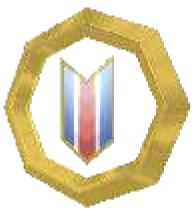
Collectible Medals Checklist

Introduction

MEDAL

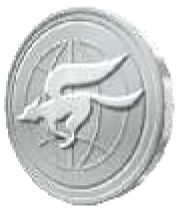


SUPER GOLD RING



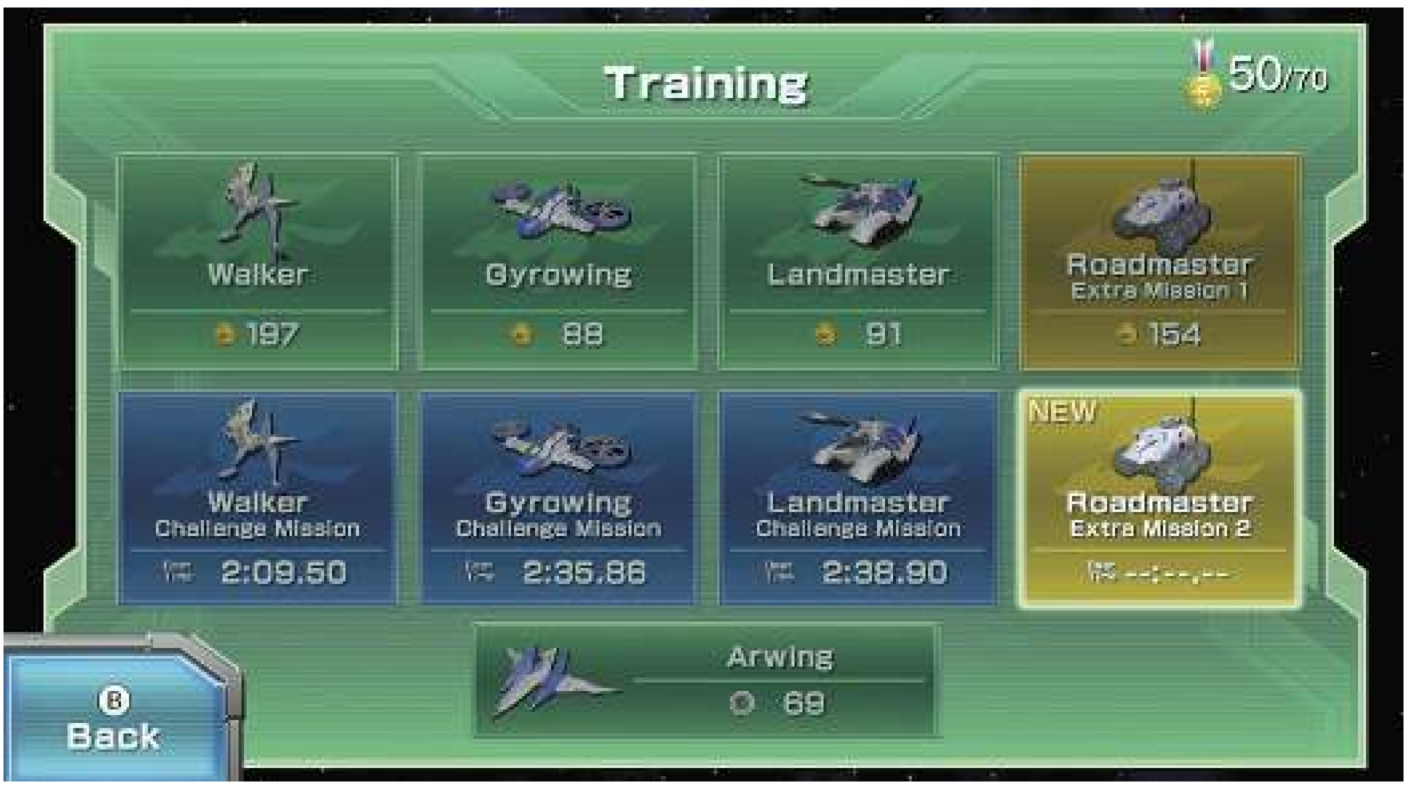
On many missions, collect three of these in one go to reveal a medal.

MEDAL TOKEN



Some missions require 10 medal tokens to be collected to unlock a medal.

Aside from Training missions, all Star Fox Zero levels have between one and five secret collectible medals you can earn. These help track your progress and completion. There are also Training stages for your vehicles. Completing the initial Walker Training stage unlocks the Gyrowing Training stage, which then unlocks the Landmaster Training stage. And finally, there are two special stages to unlock for use of the zippy Roadmaster, a pet project of Slippy's in which Direct-i gets in on the action too!


Training
50/70
Walker
197
Gyrowing
88
Landmaster
91
Roadmaster
Extra Mission 1
154
NEW
Walker
Challenge Mission
2:09.50
Gyrowing
Challenge Mission
2:35.86
Landmaster
Challenge Mission
2:38.90
Roadmaster
Extra Mission 2
--:--.--
Arwing
69
B
Back

Walker Challenge Mission = 5 medals

Gyrowing Challenge Mission = 15 medals

Landmaster Challenge Mission = 30 medals

Roadmaster Extra Mission 1 = Complete the Main Game

Roadmaster Extra Mission 2 = 50 medals

Unlock use of the Black and Retro Arwings in Main Game = 70 medals

Medal unlock conditions are varied, as simple as "set a hit record on this mission" and as obscure as "land in this particular spot." The checklist here will help you track down what you're missing; if you need elaboration on a tip, check out the full chapter for that mission.

Collectible Medals Checklist

Story Mode

CORNERIA – ENTER STAR FOX!

Hit par: 300
Three super gold rings
Behind locked door
Inside Strider container
Mission Accomplished: Defeat boss core

ZONESS – COVERT OPS

Hit par: 70
Ten medal tokens
Activate dormant left wing searchlight
Deactivate right wing shield generator last
Mission Accomplished: Do not get detected by searchlights

SECTOR α – FRENZIED FIREFIGHT

Hit par: 300
Hidden by a Mambo drone on the top of a Dorisby
Clear first Salvadora compartment
Three super gold rings
Mission Accomplished: Protect allied carriers from Colby battleships

SECTOR β – REUNITED WITH A FRIEND

Hit par: 260
Buzz one of the friendly carrier’s towers
Destroy every large cannon emplacement on the Granby
Three super gold rings
Mission Accomplished: Prevent Peppy from retreating

AREA 3 – THE KEY TO VICTORY

Hit par: 220
Ten medal tokens
Hack all Alpaca Tanks after colony power restored
Under container Gigarilla can pick up
Mission Accomplished: Complete mission without Gyrowing

TITANIA – A FOX IN THE DESERT

Hit par: 320
Land on platform on the right when Crab Tanks first appear
Three super gold rings
Above blockade on the way to the teleporter
Mission Accomplished: Destroy every Strider, Worm, and Alpaca

SECTOR Γ – COPPERHEAD CHAOS

Hit par: 120
Exit out of the rear hangar of the Great Fox
Three super gold rings
Medal hidden in ring of asteroids near teleporter
Mission Accomplished: Protect Great Fox from damage

SECTOR Ω – SPACE GRAVEYARD

Hit par: 220
Three super gold rings
Hidden in ring of asteroids
Tucked between sections of spiraling girders
Mission Accomplished: Take no damage during Phase 1w

FICHINA – FROSTBITTEN FRAY

Hit par: 120
Left behind by defeated Leon
Three super gold rings
Destroy all boss legs at once
Mission Accomplished: Destroy all Striders

CORNERIA – HIDDEN PLANS

Hit par: 370
Three super gold rings
Destroy 30 enemies during Phase 2
Hidden in a building that Gigarilla can knock down
Mission Accomplished: Destroy all breakable portions of boss

FORTUNA – DANGEROUS SKIES

Hit par: 200
Floating above early vine
Three super gold rings
Floating amid spiraling branches
Mission Accomplished: Destroy all Dodora Eggs

VENOM – THE FINAL BATTLE

Hit par: 170
Shoot down a Star Wolf member in a trench
In corridor sequence, make turns left, right, right, left
Three super gold rings
Mission Accomplished: Shoot fleeing boss during final chase